

10 YEARS
OF UNIVERSITY
RECOGNITION
20 YEARS OF
ACADEMIC
EXCELLENCE



REVA
UNIVERSITY
Bengaluru, India



HANDBOOK OF
**B. Tech. Computer Science and Engineering (IoT &
Cyber Security including Blockchain Technology)**

ACADEMIC YEAR 2022-23

RUKMINI EDUCATIONAL
Charitable Trust
www.reva.edu.in



SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

HANDBOOK

B. Tech. Computer Science (IoT & Cyber Security including Block Chain Technology))

2022-26

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Chancellor's Message

"Education is the most powerful weapon which you can use to change the world."

- Nelson Mandela.

There was a time when survival depended on just the realization of physiological needs. We are indeed privileged to exist in a time when 'intellectual gratification' has become indispensable. Information is easily attainable for the soul that is curious enough to go look for it. Technological boons enable information availability anywhere anytime. The difference, however, lies between those who look for information and those who look for knowledge.



It is deemed virtuous to serve seekers of knowledge and as educators it is in the ethos at REVA University to empower every learner who chooses to enter our portals. Driven by our founding philosophy of 'Knowledge is power', we believe in building a community of perpetual learners by enabling them to look beyond their abilities and achieve what they assumed impossible.

India has always been beheld as a brewing pot of unbelievable talent, acute intellect and immense potential. All it takes to turn those qualities into power is a spark of opportunity. Being at a University is an exciting and rewarding experience with opportunities to nurture abilities, challenge cognizance and gain competence.

For any University, the structure of excellence lies in the transitional abilities of its faculty and its facility. I'm always in awe of the efforts that our academic board puts in to develop the team of subject matter experts at REVA. My faculty colleagues understand our core vision of empowering our future generation to be ethically, morally and intellectually elite. They practice the art of teaching with a student-centered and transformational approach. The excellent infrastructure at the University, both educational and extra-curricular, magnificently demonstrates the importance of ambience in facilitating focused learning for our students.

A famous British politician and author from the 19th century - Benjamin Disraeli, once said 'A University should be a place of light, of liberty and of learning'. Centuries later this dictum still inspires me and I believe, it takes team-work to build successful institutions. I welcome you to REVA University to join hands in laying the foundation of your future with values, wisdom and knowledge.

Dr. P. Shyama Raju

The Founder and Hon'ble Chancellor, REVA University

Vice-Chancellor's Message

The last two decades have seen a remarkable growth in higher education in India and across the globe. The move towards inter-disciplinary studies and interactive learning have opened up several options as well as created multiple challenges. A strong believer and practitioner of the dictum “Knowledge is Power”, REVA University has been on the path of delivering quality education by developing the young human resources on the foundation of ethical and moral values, while boosting their leadership qualities, research culture and innovative skills. Built on a sprawling 45 acres of green campus, this ‘temple of learning’ has excellent and state-of-the-art infrastructure facilities conducive to higher teaching-learning environment and research. The main objective of the University is to provide higher education of global standards and hence, all the programs are designed to meet international standards. Highly experienced and qualified faculty members, continuously engaged in the maintenance and enhancement of student-centric learning environment through innovative pedagogy, form the backbone of the University.

All the programs offered by REVA University follow the Choice Based Credit System (CBCS) with Outcome Based Approach. The flexibility in the curriculum has been designed with industry-specific goals in mind and the educator enjoys complete freedom to appropriate the syllabus by incorporating the latest knowledge and stimulating the creative minds of the students. Bench marked with the course of studies of various institutions of repute, our curriculum is extremely contemporary and is a culmination of efforts of great think-tanks - a large number of faculty members, experts from industries and research level organizations. The evaluation mechanism employs continuous assessment with grade point averages. We believe sincerely that it will meet the aspirations of all stakeholders – students, parents and the employers of the graduates and postgraduates of Reva University.

At REVA University, research, consultancy and innovation are regarded as our pillars of success. Most of the faculty members of the University are involved in research by attracting funded projects from various research level organizations like DST, VGST, DBT, DRDO, AICTE and industries. The outcome of the research is passed on to students through live projects from industries. The entrepreneurial zeal of the students is encouraged and nurtured through EDPs and EACs.

With firm faith in the saying, “Intelligence plus character –that is the goal of education” (Martin Luther King, Jr.), I strongly believe REVA University is marching ahead in the right direction, providing a holistic education to the future generation and playing a positive role in nation building. We reiterate our endeavor to provide premium quality education accessible to all and an environment for the growth of over-all personality development leading to generating “GLOBAL PROFESSIONALS”.

Welcome to the portals of REVA University.

Dr.Dhanamjaya

Vice-Chancellor, REVA University

Pro Vice-Chancellor's Message

Education is one of the most effective weapons now accessible to effect change in the world. Despite the fact that education levels vary from country to country, there is a direct correlation between a country's educational system's quality and its general economic health. In general, developing nations tend to offer their citizens higher-quality education than do least developed nations, with fully developed nations offering the best education of all. Education clearly has a significant role in a country's overall well-being. The Global Partnership for Education asserts that education is viewed as an essential element of social, economic, and personal development and is therefore a fundamental human right. Education encourages gender equality, peace, and the possibility of having more and better opportunities in life and in work.

Since its beginning, REVA University has been committed to providing top-notch education. All of the programmes are created to meet worldwide standards because the university's primary goal is to offer higher education of a global calibre. The university's core group of highly qualified and experienced professors continuously enhances and maintains a learning environment that is centred on students' needs. The curriculum's flexibility was designed with industry-specific objectives in mind, and teachers are free to modify it as they see fit by adding the most recent knowledge and encouraging pupils to think creatively. REVA University has collaborated with a number of well-known industries through the University Industry Interaction Cell to bridge the gap between industry and universities (UIIC). Our students have developed skills that are relevant to industry best practices thanks to frequent trips to industries and a necessary internship with companies. To help students become more employable, this university provides structured training programmes in exam preparation and soft skills. The fact that all eligible students who qualified for these programmes were placed shows their effectiveness. Aspiring business owners can receive complete support from the University's "Technology Incubation Centers" and entrepreneurship development programmes.

I extend a warm welcome to all budding brains at this magnificent temple of learning.

Dr. R. C. Biradar

Pro Vice-Chancellor, REVA University

Director's Message

Congratulations and welcome all new students to the prestigious school of Computer Science and Engineering. The school has a rich blend of experienced and energetic faculty who are well-qualified in various aspects of Electronics, and Computer Science. The school possesses numerous state-of-the-art digital classrooms and laboratories having contemporary computing equipment, including cloud-based systems. The school offers B.Tech. in Computer Science and Engineering, B.Tech in Artificial Intelligence and Data Science, B. Tech in Computer Science and Engineering (Internet of Things and Cyber Security including Block Chain Technology), M.Tech in Computer Science and Engineering (Full Time) and M.Tech in Computer Science and Engineering (Part-Time). In addition, the school has a research center in which a student can conduct cutting-edge research leading to a Ph.D. degree. The faculties pursue research in areas like Data Mining, Healthcare Systems, Blockchain, Wireless Networks, Cloud Computing, Image Processing, Software Architecture, and Machine Learning Applications.

Curricula of both undergraduate and postgraduate programmes have been designed through a collaboration of alumni, academic, research, and industry experts to bridge the gap between industry and academia and inculcate innovation and leadership qualities. This makes the programme highly practical and industry-oriented. The B.Tech programme aims to create quality human resources to play leading roles in the contemporary, competitive industrial and corporate world. The Master's Degree focus on quality research and design in the core and application areas to foster a sustainable world and enhance the global quality of life by adopting enhanced design techniques and applications. This thought is reflected in the various courses offered in the masters' programmes. Research degree programmes aim to design and develop solutions to contemporary computer and engineering technologies oriented towards human development.

Welcome to the school of Computer Science and Engineering at REVA University for better learning and becoming future leaders for the nation's socio-economic growth and the world.

Dr. Ashwinkumar U Motagi

Director, School of CSE

RUKMINI EDUCATIONAL CHARITABLE TRUST

It was the dream of late Smt. Rukmini Shyama Raju to impart education to millions of underprivileged children as she knew the importance of education in the contemporary society. The dream of Smt. Rukmini Shyama Raju came true with the establishment of Rukmini Educational Charitable Trust (RECT), in the year 2002. **Rukmini Educational Charitable Trust** (RECT) is a Public Charitable Trust, set up in 2002 with the objective of promoting, establishing and conducting academic activities in the fields of Arts, Architecture, Commerce, Education, Engineering, Environmental Science, Legal Studies, Management and Science & Technology, among others. In furtherance of these objectives, the Trust has set up the REVA Group of Educational Institutions comprising of REVA Institute of Technology & Management (RITM), REVA Institute of Science and Management (RISM), REVA Institute of Management Studies (RIMS), REVA Institute of Education (RIE), REVA First Grade College (RFGC), REVA Independent PU College at Kattigenahalli, Ganganagar and Sanjaynagar and now REVA University. Through these institutions, the Trust seeks to fulfill its vision of providing world class education and create abundant opportunities for the youth of this nation to excel in the areas of Arts, Architecture, Commerce, Education, Engineering, Environmental Science, Legal Studies, Management and Science & Technology.

Every great human enterprise is powered by the vision of one or more extraordinary individuals and is sustained by the people who derive their motivation from the founders. The Chairman of the Trust is Dr. P. Shyama Raju, a developer and builder of repute, a captain of the industry in his own right and the Chairman and Managing Director of the DivyaSree Group of companies. The idea of creating these top notched educational institutions was born of the philanthropic instincts of Dr. P. Shyama Raju to do public good, quite in keeping with his support to other socially relevant charities such as maintaining the Richmond road park, building and donating a police station, gifting assets to organizations providing accident and trauma care, to name a few.

The Rukmini Educational Charitable Trust drives with the main aim to help students who are in pursuit of quality education for life. REVA is today a family of ten institutions providing education from PU to Post Graduation and Research leading to PhD degrees. REVA has well qualified experienced teaching faculty of whom majority are doctorates. The faculty is supported by committed administrative and technical staff. Over 13,000 students study various courses across REVA's three campuses equipped with exemplary state-of-the-art infrastructure and conducive environment for the knowledge driven community.

ABOUT REVA UNIVERSITY

REVA University has been established under the REVA University Act, 2012 of Government of Karnataka and notified in Karnataka State Gazette No. 80 dated 27th February, 2013. The University is empowered by UGC to award degrees any branch of knowledge under Sec.22 of the UGC Act. The University is a Member of Association of Indian Universities, New Delhi. The main objective of the University is to prepare students with knowledge, wisdom and patriotism to face the global challenges and become the top leaders of the country and the globe in different fields. REVA University located in between Kempegowda International Airport and Bangalore city, has a sprawling green campus spread over 45 acres of land and equipped with state-of-the-art infrastructure that provide conducive environment for higher learning and research. The REVA campus has well equipped laboratories, custom-built teaching facilities, fully air-conditioned library and central computer centre, the well planned sports facility with cricket ground, running track & variety of indoor and outdoor sports activities, facilities for cultural programs. The unique feature of REVA campus is the largest residential facility for students, faculty members and supportive staff.

REVA consistently ranked as one of the top universities in various categories because of the diverse community of international students and its teaching excellence in both theoretical and technical education in the fields of Engineering, Management, Law, Science, Commerce, Arts, Performing Arts, and Research Studies. REVA offers 28 Undergraduate Programmes, 22 Full-time and 2 Part-time Postgraduate Programmes, 18 Ph. D Programmes, and other Certificate/ Diploma/Postgraduate Diploma Programmes in various disciplines.

The curriculum of each programme is designed with a keen eye for detail by giving emphasis on hands-on training, industry relevance, social significance, and practical applications. The University offers world-class facilities and education that meets global standards.

The programs being offered by the REVA University are well planned and designed after detailed study with emphasis with knowledge assimilation, applications, global job market and their social relevance. Highly qualified, experienced faculty and scholars from reputed universities / institutions, experts from industries and business sectors have contributed in preparing the scheme of instruction and detailed curricula for this program. Greater emphasis on practice in respective areas and skill development to suit to respective job environment has been given while designing the curricula. The Choice Based Credit System and Continuous Assessment Graded Pattern (CBCS – CAGP) of education has been introduced in all programs to facilitate students to opt for subjects of their choice in addition to the core subjects of the study and prepare them with needed skills. The system also allows students to move forward under the fast track for those who have the capabilities to surpass others. These programs are taught by well experienced qualified faculty supported by the experts from industries, business sectors and such other organizations. REVA University has also initiated many supportive measures such as bridge courses, special coaching, remedial classes, etc., for slow learners so as to give them the needed input and build in them confidence and courage to move forward and accomplish success in their career. The University has also entered into MOUs with many industries, business firms and other institutions seeking their help in imparting quality education through practice, internship and also assisting students' placements.

REVA University recognizing the fact that research, development and innovation are the important functions of any university has established an independent Research and Innovation division headed by a senior professor as Dean of Research and Innovation. This division facilitates all faculty members and research scholars to undertake innovative research projects in engineering, science & technology and other areas of study. The interdisciplinary-multidisciplinary research is given the top most priority. The division continuously liaisons between various funding agencies, R&D Institutions, Industries and faculty members of REVA University to facilitate undertaking innovative projects. It encourages student research projects by forming different research groups under the guidance of senior faculty members. Some of the core areas of research wherein our young faculty members are working include Data Mining, Cloud Computing, Image Processing, Network Security, VLSI and Embedded Systems, Wireless Sensor Networks, Computer Networks, IOT, MEMS, Nano- Electronics, Wireless Communications, Bio-fuels, Nano- technology for coatings, Composites, Vibration Energies, Electric Vehicles, Multilevel Inverter Application, Battery Management System, LED Lightings, Renewable Energy Sources and Active Filter, Innovative Concrete Reinforcement, Electro Chemical Synthesis, Energy Conversion Devices, Nano-structural Materials, Photo- electrochemical Hydrogen generation, Pesticide Residue Analysis, Nano materials, Photonics, Nano Tribology, Fuel Mechanics, Operation Research, Graph theory, Strategic Leadership and Innovative Entrepreneurship, Functional Development Management, Resource Management and Sustainable Development, Cyber Security, General Studies, Feminism, Computer Assisted Language Teaching, Culture Studies etc.

The REVA University has also given utmost importance to develop the much required skills through variety of training programs, industrial practice, case studies and such other activities that induce the said skills among all students. A full-fledged Career Development and Placement (CDC) department with world class infrastructure, headed by a dynamic experienced Professor& Dean, and supported by well experienced Trainers, Counselors and Placement Officers.

The University also has University-Industry Interaction and Skill Development Centre headed by a Senior Professor & Director facilitating skill related training to REVA students and other unemployed students. The University has been recognized as a Centre of Skill Development and Training by NSDC (National Skill Development Corporation) under Pradhan Mantri Kaushal Vikas Yojana. The Centre conducts several add-on courses in challenging areas of development. It is always active in facilitating student's variety of Skill Development Training programs.

The University has collaborations with Industries, universities abroad, research institutions, corporate training organizations, and Government agencies such as Florida International University, Oklahoma State University, Western Connecticut University, University of Alabama, Huntsville, Oracle India Ltd, Texas Instruments, Nokia University Relations, EMC², VMware, SAP, Apollo etc, to facilitate student exchange and teacher-scholar exchange programs and conduct training programs. These collaborations with foreign universities also facilitates students to study some of the programs partly in REVA University and partly in foreign university.

The University has also given greater importance to quality in education, research, administration and all activities of the university. Therefore, it has established an independent Internal Quality division headed by a senior professor as Dean of Internal Quality. The division works on planning, designing and developing different quality tools, implementing them and monitoring the implementation of these quality tools. It concentrates on training entire

faculty to adopt the new tools and implement their use. The division further works on introducing various examination and administrative reforms.

To motivate the youth and transform them to become innovative entrepreneurs, successful leaders of tomorrow and committed citizens of the country, REVA organizes interaction between students and successful industrialists, entrepreneurs, scientists and such others from time to time. As a part of this exercise great personalities such as Bharat Ratna Prof. C. N. R. Rao, a renowned Scientist, Dr. N R Narayana Murthy, Founder and Chairman and Mentor of Infosys, Dr. K Kasturirangan, Former Chairman ISRO, Member of Planning Commission, Government of India, Dr. Balaram, Former Director IISc., and noted Scientist, Dr. V S Ramamurthy, Former Secretary, DST, Government of India, Dr. V K Aatre, noted Scientist and former head of the DRDO and Scientific Advisor to the Ministry of Defense, Dr. Sathish Reddy, Scientific Advisor, Ministry of Defense, New Delhi and many others have accepted our invitation and blessed our students and faculty members by their inspiring addresses and interaction.

REVA organizes various cultural programs to promote culture, tradition, ethical and moral values to our students. During such cultural events the students are given opportunities to unfold their hidden talents and motivate them to contribute innovative ideas for the progress of the society. One of such cultural events is REVOTSAVA conducted every year. The event not only gives opportunities to students of REVA but also students of other Universities and Colleges. During three days of this mega event students participate in debates, Quizzes, Group discussion, Seminars, exhibitions and variety of cultural events. Another important event is Shubha Vidaaya, - Graduation Day for the final year students of all the programs, wherein, the outgoing students are felicitated and are addressed by eminent personalities to take their future career in a right spirit, to be the good citizens and dedicate themselves to serve the society and make a mark in their respective spheres of activities. During this occasion, the students who have achieved top ranks and won medals and prizes in academic, cultural and sports activities are also recognized by distributing awards and prizes. The founders have also instituted medals and prizes for sports achievers every year. The physical education department conducts regular yoga class's everyday to students, faculty members, administrative staff and their family members and organizes yoga camps for villagers around.

Vision

REVA University aspires to become an innovative university by developing excellent human resources with leadership qualities, ethical and moral values, research culture and innovative skills through higher education of global standard.

Mission

- To create excellent infrastructure facilities and state-of-the-art laboratories and incubation centers
- To provide student-centric learning environment through innovative pedagogy and education reforms
- To encourage research and entrepreneurship through collaborations and extension activities
- To promote industry-institute partnerships and share knowledge for innovation and development
- To organize society development programs for knowledge enhancement in thrust areas
- To enhance leadership qualities among the youth and enrich personality traits, promote patriotism and moral values.

Objectives

- Creation, preservation and dissemination of knowledge and attainment of excellence in different disciplines
- Smooth transition from teacher - centric focus to learner - centric processes and activities
- Performing all the functions of interest to its major constituents like faculty, staff, students and the society to reach leadership position
- Developing a sense of ethics in the University and Community, making it conscious of its obligations to the society and the nation
- Accepting the challenges of globalization to offer high quality education and other services in a competitive manner

ABOUT THE SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

The school has a rich blend of experienced and committed faculty who are well qualified in various aspects of Computer Science and Engineering apart from the numerous state-of-the-art digital classrooms and laboratories having modern computing equipment. The school offers B.Tech. in Computer Science and Engineering, B.Tech in Artificial Intelligence and Data Science, B. Tech in Computer Science and Engineering (Internet of Things and Cyber Security including Block Chain Technology), M.Tech in Computer Science and Engineering (Full Time) and M.Tech in Computer Science and Engineering (Part-Time).

In addition, the school has a unique academic collaboration with the University of Alabama in Huntsville to jointly offer an MS program in Computer Science. In addition, the department has a research center in which students can conduct cutting edge research leading to a Ph.D degree.

Curricula of both undergraduate and postgraduate programs have been designed through a collaboration of academic and industry experts in order to bridge the growing gap between industry and academia. This makes the program highly practical-oriented, and thus industry-resilient. The B.Tech program aims to create quality human resources to play leading roles in the contemporary, competitive industrial and corporate world.

The master's degree focus on quality research and design in the core and application areas of computing to foster a sustainable world and to enhance the global quality of life by adopting enhanced design techniques and applications. This thought is reflected in the various courses offered in the masters' programs.

Vision

Department of Computer Science and Engineering aspires to create a pool of high-calibre technologists and researchers in the field of computer science and engineering who have potential to contribute for development of the nation and society with their expertise, skills, innovative problem-solving abilities and strong ethical values.

Mission

MD1: To create center of excellence where new ideas flourish and from which emerge tomorrow's researchers, scholars, leaders, and innovators.

MD2: Provide quality education in both theoretical and applied foundations of computer science and engineering, related inter-disciplinary areas and train students to effectively apply the knowledge to solve real-world problems.

MD3: Amplify student's potential for life-long high-quality careers and make them competitive in ever-changing and challenging global work environment.

MD4: Forge research and academic collaboration with industries and top global universities in order to provide students with greater opportunities.

MD5: Support the society by encouraging and participating in technology transfer.

Program Educational Objectives (PEOs)

The program helps to develop critical, analytical, innovative, creative and problem-solving abilities amongst its graduates. The programme makes the graduates employable as Software Engineers across sectors. With further education and earning of higher-level degrees help the graduates to pursue a career in academics or scientific organisations as researchers.

The Program Educational Objectives (PEOs):

After few years of graduation, the graduates of B. Tech. Computer Science and Engineering(Internet of Things and Cyber Security including Block Chain Technology) will:

- **PEO-1:** Have a successful professional career in industry, government, academia and defence as an innovative engineer in a team.
- **PEO-2:** Develop code and solutions to industry and societal needs in a rapid changing technological environment and communicate with clients as an entrepreneur.
- **PEO-3:** Pursue higher studies and continue to learn by participating in conferences, seminars, etc.

Program Outcomes (POs)

On successful completion of the program, the graduates of B. Tech. Computer Science and Engineering (Internet of Things and Cyber Security including Block Chain Technology) program will be able to:

- **PO-1: Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals for the solution of complex problems in Computer Science and Engineering using IoT, Cybersecurity and Blockchain technologies.
- **PO-2: Problem analysis:** Identify, formulate, research literature, and analyze engineering problems to arrive at substantiated conclusions using first principles of mathematics, natural, and engineering sciences.
- **PO-3: Design/development of solutions:** Design solutions for complex engineering problems and design system components, processes to meet the specifications with consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- **PO-4: Conduct investigations of complex problems:** Use research-based knowledge including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- **PO-5: Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- **PO-6: The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal, and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

- **PO-7: Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- **PO-8: Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- **PO-9: Individual and teamwork:** Function effectively as an individual, and as a member or leader in teams, and in multidisciplinary settings.
- **PO-10: Communication:** Communicate effectively with the engineering community and with society at large. Be able to comprehend and write effective reports documentation. Make effective presentations and give and receive clear instructions.
- **PO-11: Project management and finance:** Demonstrate knowledge and understanding of engineering and management principles and apply these to one's own work, as a member and leader in a team. Manage projects in multidisciplinary environments.
- **PO-12: Life-long learning:** Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Programme Specific Outcomes (PSOs)

On successful completion of the program, the graduates of B. Tech. Computer Science and Engineering (Internet of Things and Cyber Security including Block Chain Technology) program will be able to:

- **PSO-1:** Demonstrate the knowledge of Data structures and Algorithms, Operating Systems, Embedded Systems, Artificial Intelligence and Machine Learning, Internet of Things, Cyber Security, Blockchain and Networking for efficient design of intelligent systems.
- **PSO-2:** Use of modern tools and techniques in the areas of the Internet of Things, Cyber Security and Blockchain technologies.
- **PSO-3:** Pursue advanced skills and research to innovate novel tools and systems for societal needs.

ACADEMIC REGULATIONS

B. Tech., (4 years) Degree Programs
(Applicable for the programs offered from 2022-23 Batch)

(Framed as per the provisions under Section 35 (ii), Section 7 (x) and Section 8 (xvi) & (xxi) of the REVA University Act, 2012)

1. Title and Commencement:

1.1 These Regulations shall be called **“REVA University Academic Regulations – B. Tech., Degree Program 2022-23 Batch subject to amendments from time to time by the Academic Council on recommendation of respective Board of Studies and approval of Board of Management**

1.2 These Regulations shall come into force from the date of assent of the Chancellor.

2. The Programs:

These regulations cover the following B. Tech., Degree programs of REVA University offered during 2022-23 under respective schools.

SL No.	Name of the School	Name of the Program
1	School of Civil Engineering	B Tech in Civil Engineering
2	School of Computing and Information Technology	B Tech Computer Science and Engineering (AI and ML)
		B Tech Computer Science and Information Technology
		B Tech in Information Science and Engineering
		B Tech in Computer Science and Systems Engineering
3	School of Computer Science and Engineering	B Tech in Computer Science and Engineering
		B Tech in Artificial Intelligence and Data Science
		B Tech in Computer Science and Engineering (Internet of Things and Cybersecurity including Block chain Technology)
4	School of Electrical and Electronics Engineering	B Tech in Electrical and Electronics Engineering
5	School of Electronics and Communication Engineering	B Tech in Electronics and Communication Engineer
		B Tech in Electronics and Computer Engineering
		B Tech in Robotics and Automation
6	School of Mechanical Engineering	B Tech in Mechanical Engineering
		B Tech in Mechatronics Engineering

3. Duration and Medium of Instructions:

3.1 **Duration:** The duration of the B Tech degree program shall be **FOUR** years comprising of **EIGHT** Semesters. A candidate can avail a maximum of 16 semesters - 8 years as per double duration norm, in one stretch to complete B. Tech degree, including blank semesters, if any. Whenever a candidate opts for blank semester, he/she has to study the prevailing courses offered by the School when he/she resumes his/her studies.

3.2 The medium of instruction shall be English.

4. Definitions:

4.1 **Course: “Course” means a subject, either theory or practical or both and project, listed under a program;** Example: “Fluid Mechanics” in B. Tech Civil Engineering program, “Engineering Thermodynamics” in B. Tech., Mechanical program are examples of courses to be studied under respective programs.

Every course offered will have three components associated with the teaching-learning process of the course, namely: L, T and P, where,

L stands for **Lecture** session consisting of classroom instruction.

T stands for **Tutorial** session consisting participatory discussion/self-study/desk work/brief seminar presentations by students and such other novel methods that make a student to absorb and assimilate more effectively the contents delivered in the lecture classes.

P stands for **Practice** session and it consists of hands-on experience such as laboratory experiments, field studies, case studies, project based learning or course end projects and self-study courses that equip students to acquire the required skill component.

4.2 Classification of Courses

Courses offered are classified as: Core Courses, Foundation course, Open Elective Courses, Project work/Dissertation, Skill development courses, etc.

4.2.1 Core Course: A course which should compulsorily be studied by a candidate choosing a particular program of study

4.2.2 Foundation Course: The foundation Course is a mandatory course which should be completed successfully as a part of graduate degree program irrespective of the program of study.

4.2.3 Hard Core Course (HC) simply core course: The **Hard Core Course** is a Core Course in the main branch of study and related branch(es) of study, if any, that the candidates have to complete compulsorily

4.2.4 Soft Core Course (SC) (also known as Professional Elective Course): A Core course may be a **Soft Core** if there is a choice or an option for the candidate to choose a course from a pool of courses from the main branch of study or from a sister/related branch of study which supports the main branch of study.

4.2.5 Open Elective Course (OE): An elective course chosen generally from other discipline / subject, with an intention to seek exposure to the basics of subjects other than the main discipline the student is studying is called an **Open Elective Course**.

4.2.6 Mandatory Non Credit Course (MC): These courses are mandatory for students joining B.Tech. Program and students have to successfully complete these courses before the completion of degree.

4.2.7 Project Work / Dissertation: Project work / Dissertation work is a special course involving application of knowledge in solving / analyzing /exploring a real life situation / difficult problems to solve a multivariable or complex engineering problems. The project will be conducted in two phases, phase-I, consists of literature survey, problem identification, formulation and methodology. In Phase-II , student should complete the project work by designing or creating an innovative process or development of product as an outcome. A project work is carried out as minor project in 3rd year and major project in 4th year with appropriate credits allocated.

4.2.8 Skill Development Course: It is a practice based course introduced in first year, second year and third year that lead to a certificate, diploma and advanced diploma, respectively.

4.3 “Program” means the academic program leading to a Degree, Post Graduate Degree, Post Graduate Diploma Degree or such other degrees instituted and introduced in REVA University.

5. Eligibility for Admission:

5.1. The eligibility criteria for admission to B Tech Program of 4 years (8 Semesters) is given below:

Sl No.	Program	Duration	Eligibility
1	Bachelor of Technology (B. Tech)	4 Years (8 Semesters)	Passed 10+2 examination with Physics and Mathematics as compulsory subjects, along with any one of the following subjects, namely, Chemistry, Bio-Technology, Computer Science, Biology, Electronics and Technical Vocational subject Obtained at least 45% marks (40% in case of candidate belonging to SC/ST category) in the above subjects taken together.
2	Bachelor of Technology (B Tech)	3 Years (6 Semesters)	A. Passed Minimum THREE years / TWO years (Lateral Entry) Diploma examination with at least 45% marks (40% marks in case of candidates belonging to reserved category) in ANY branch of Engineering and Technology. B. Passed B. Sc Degree from a recognized University as defined by UGC, with at least 45% marks (40% in case of candidates belonging to SC/ST category) and passed XII standard with mathematics as a subject. C. Provided that in case of students belonging to B. Sc. Stream, shall clear the subjects of Engineering Graphics / Engineering Drawing and Engineering Mechanics of the first year Engineering program along with the second year subjects. D. Provided further that, the students belonging to B. Sc. Stream shall be considered only after filling the seats in this category with students belonging to the Diploma stream. E. Provided further that student, who have passed Diploma in Engineering & Technology from an AICTE approved Institution or B. Sc., Degree from a recognized University as defined by UGC, shall also be eligible for admission to the first year Engineering Degree courses subject to vacancies in the first year class in case the vacancies at lateral entry are exhausted. However the admissions shall be based strictly on the eligibility criteria as mentioned in A, B, D, and E above. F. Passed D.Voc. Stream in the same or allied sector. (The Universities will offer suitable bridge courses such as Mathematics, Physics, Engineering drawing, etc., for the students coming from diverse backgrounds to achieve desired learning outcomes of the programme)

3	Bachelor of Technology (B Tech)		Any candidate with genuine reason from any University / Institution in the country upon credit transfer could be considered for lateral admission to the respective semester in the concerned branch of study, provided he/she fulfils the University requirements.

5.2 Provided further that the eligibility criteria are subject to revision by the Government Statutory Bodies, such as AICTE, UGC from time to time.

6. Courses of Study and Credits

6.1 Each course of study is assigned with certain credit value

6.2 Each semester is for a total duration of 20 weeks out of which 16 weeks dedicated for teaching and learning and the remaining 4 weeks for final examination, evaluation and announcement of results.

6.3 The credit hours defined as below:

In terms of credits, every one hour session of L amounts to 1 credit per Semester and a minimum of two hour session of T or P amounts to 1 credit per Semester or a three hour session of T / P amounts to 2 credits over a period of one Semester of 16 weeks for teaching-learning process.

1 Credit = 14 credit hours spread over 16 weeks or spread over the semester.

The total duration of a semester is 20 weeks inclusive of semester-end examination.

The following table describes credit pattern

Table-2: Credit Pattern					
Lectures (L)	Tutorials (T)	Practice (P)	Credits (L:T:P)	Total Credits	Total Contact Hours
4	2	0	4:1:0	5	6
3	2	0	3:1:0	4	5
3	0	2	3:0:1	4	5
2	2	2	2:1:1	4	6
0	0	6	0:0:3	3	6
4	0	0	4:0:0	4	4
2	0	0	2:0:0	2	2

a. The concerned BoS will choose the convenient Credit Pattern for every course based on size and nature of the course.

7. Different Courses of Study:

Different **Courses of Study** are labeled as follows:

a. Core Course (CC)

- b. Foundation Course (FC)
- c. Hard Core Course (HC)
- d. Soft Core Course (SC)
- e. Open Elective Course (OE)
- f. Skill Development Course (SDC)
- g. Mandatory Non Credit Course (MC)
- h. Project Work / Dissertation: A project work is carried out as minor project in 3rd year and major project in 4th year with appropriate credits allocated. These are defined under Section 4.2.7 of this regulation.

8. Credits and Credit Distribution

8.1 A candidate has to earn 166 credits for successful completion of B Tech degree with the distribution of credits for different courses with the credit distribution given in the scheme of study.

8.2 The concerned BOS based on the credits distribution shall prescribe the credits to various types of courses and shall assign title to every course including project work, practical work, field work, self-study elective, as

8.3 Foundation Course (FC), Hard Core (HC) or Soft Core (SC), Open Elective (OE) Skill Development Course (SDC).

8.4 Every course including project work, practical work, field work, self-study elective should be entitled as Foundation Course (FC), Hard Core (HC) or Soft Core (SC) or Open Elective (OE) or Core Course (CC) by the BoS concerned. However, as per AICTE, the credit distribution for various category of courses given below.

S. No	Course Category	Abbreviation (AICTE)	Abbreviation (REVA)	Suggested breakup of credits (AICTE)	Credit breakup (REVA)
1	Humanities and Social Sciences including Management courses (HSMC)	HSMC	FC	12	9
2	Basic Science Courses	BSC	FC	25	20
3	Engineering Science courses including workshop, drawing, basics of electrical/mechanical/computer etc	ESC	FC	24	29
4	Professional core courses	PCC	HC	48	58
5	Professional Elective courses relevant to chosen specialization/branch	PEC	SC	18	15
6	Open subjects – Electives from other technical and /or emerging subjects	OE	OE	18	12
7	Project work, seminar and internship in industry or elsewhere	PROJ	HC	15	19

8	Mandatory Courses [Environmental Sciences, Induction training, Indian Constitution, Essence of Indian Knowledge Tradition]	MC	MC	-	-
9	Skill Development Courses (SDC)	-	SDC		06
TOTAL CREDITS				160	168

8.5 The concerned BOS shall specify the desired Program Educational Objectives, Program Outcomes, Program Specific Outcomes and Course Outcomes while preparing the curriculum of a particular program. A candidate can enrol for a maximum of 26 credits and a minimum of 16 credits per Semester. However, he / she may not successfully earn a maximum of 26 credits per semester. This maximum of 26 credits does not include the credits of courses carried forward by a candidate.

8.6 Only such full-time candidates who register for a minimum prescribed number of credits in each semester from I semester to VIII semester and complete successfully 168 credits in 8 successive semesters shall be considered for declaration of Ranks, Medals, Prizes and are eligible to apply for Student Fellowship, Scholarship, Free ships, and such other rewards / advantages which could be applicable for all full time students.

8.7 Add- on Proficiency Certification:

To acquire Add on Proficiency Certification a candidate can opt to complete a minimum of 4 extra credits either in the same discipline /subject or in different discipline / subject in excess to 166 credits for the B Tech Degree program.

8.7.1 Add on Proficiency Diploma / Minor degree/ Honor Degree:

To acquire Add on Proficiency Diploma/ Minor degree/ Honor Degree: a candidate can opt to complete a minimum of 18 extra credits either in the same discipline /subject or in different discipline / subject in excess to 166 credits for the B Tech Degree program.

The Add on Proficiency Certification / Diploma/ Minor degree/ Honor Degree: so issued to the candidate contains the courses studied and grades earned.

9 Assessment and Evaluation

9.1 The Scheme of Assessment will have two parts, namely;

- i. Continuous Internal Assessment (CIA); and
- ii. Semester End Examination (SEE)

9.2 Assessment and Evaluation of each Course shall be for 100 marks. The Internal Assessment (IA) and Semester End Examination (SEE) of UG Engineering programs shall carry 50:50 marks respectively (i.e., 50 marks internal assessment; 50 marks semester end examination).

9.3 The 50 marks of CIA shall comprise of:

Internal Assessment Test	40 marks
Assignments / Seminars / Model Making / Integrated Lab / Project Based Learning / Quizzes, etc.	10 marks

9.4 There shall be **two Internal Assessment Tests** are conducted as per the schedule announced below. **The Students' shall attend both the Tests compulsorily.**

- 1st test is conducted for 20 marks during **8th week** of the Semester;

- 2nd test is conducted for 20 marks during **15th week** of the of the Semester;

9.5 The coverage of syllabus for the said tests shall be as under:

- Question paper of the **1st test should be based on first 50% of the total syllabus;**
- Question paper of the **2nd test should be based on remaining 50 % of the total syllabus;**
- An assignment must be designed to cover the entire syllabus

9.6 There shall be two Assignment / Project Based Learning / Field Visit / Quiz test carrying 10 marks covering the entire syllabus.

9.7 SEE for 50 marks practical exam shall be held in the 16th and 17th week of the semester.

9.8 SEE for 50 marks theory exam shall be held in the 18th 19th and 20th week of the semester and it should cover entire syllabus.

9.9 Internal test paper is set for a maximum of 40 marks to be answered in 1.5 hours duration (for 1 credit course, exam is conducted for 25 marks with a duration of 1 hour). A test paper can have 5 main questions. Each main question is set for 10 marks. The main question can have 2-3 sub questions all totalling 10 marks. Students are required to answer any 4 main questions. Each question is set using Bloom's verbs. The questions must be set to assess the course outcomes described in the course document even with the choice is given in questions.

9.10 The question papers for internal test shall be set by the internal teachers who have taught the course. If the course is taught by more than one teacher all the teachers together shall devise a common question paper(s). However, these question papers shall be scrutinized by the Question Paper Scrutiny Committee (internal BoE members) to bring the quality and uniformity in the question paper.

9.11 The evaluation of the answer scripts shall be done by the internal teachers who have taught the course and set the test paper.

9.12 Assignment/seminar/Project based learning/simulation based problem solving/field work should be set in such a way, students be able to apply the concepts learnt to a real life situation and students should

be able to do some amount self-study and creative thinking. While setting assignment care should be taken such that the students will not be able to plagiarise the answer from web or any other resources. Course instructor at his/her discretion can design the questions as a small group exercise or individual exercise. This should encourage collaborative learning and team learning and also self-study.

9.13 Internal assessment marks must be decided well before the commencement of SEE.

9.14 SEE theory question paper is set for a maximum of 100 marks to be answered in 3 hours duration. Each main question be set for a maximum of 25 marks, main questions can have a 3 to 4 sub-questions. A total of 8 questions are set so that students will have a choice. Each question is set using Bloom's verbs. The questions must be set to assess the students outcomes described in the course document (question papers have to be set to test the course outcomes).

9.15 There shall be minimum three sets of question papers for the semester end examination of which one set along with scheme of examination shall be set by the external examiners and two sets along with scheme of examination shall be set by the internal examiners. All the question paper sets shall be scrutinized by the Board of Examiners (BoE). It shall be responsibility of the BOE particularly Chairman of the BOE to maintain the quality and standard of the question papers and as well the coverage of the entire syllabus of the course.

9.16 There shall be single evaluation by the examiners for each paper. However, there shall be moderation by one of the senior examiners, either internal or external.

9.17 Board of Examiners, question paper setters and any member of the staff connected with the examination are required to maintain integrity of the examination system and the quality of the question papers.

9.18 There shall also be an **Program Assessment Committee (PAC)** comprising at-least 3 faculty members having subject expertise who shall after completion of examination process and declaration of results review the results sheets, assess the performance level of the students, measure the attainment of course outcomes, program outcomes and assess whether the program educational objectives are achieved and report to the Director of the School. The Examination Review Committee shall also review the question papers of both Internal Tests as well Semester End Examinations and submit reports to the Director of the respective School about the scope of the curriculum covered and quality of the questions.

9.19 The report provided by the Examination Review Committee shall be the input to the Board of Studies to review and revise the scheme of instruction and curriculum of respective program

9.20 During unforeseen situation like the Covid-19, the tests and examination schedules, pattern of question papers and weightage distribution may be designed as per the convenience and suggestions of the board of examiners in consultation with COE and VC

9.21 University may decide to use available modern technologies for writing the tests and SEE by the students instead of traditional pen and paper.

9.22 Any deviations required to the above guidelines can be made with the written consent of the Vice Chancellor.

9.23 Online courses may be offered as per UGC norms.
For online course assessment guidelines would be as follows:

- a. If the assessment is done by the course provider, then the School can accept the marks awarded by the course provider and assign the grade as per REVA University norms.
- b. If the assessment is not done by the course provider then the assessment is organized by the concerned school and the procedure explained in the regulation will apply
- c. In case a student fails in an online course, s/he may be allowed to repeat the course and earn the required credits

IAAs for online courses could be avoided and will remain at the discretion of the School.

9.24 The online platforms identified could be SWAYAM, NPTEL, Coursera, Edx.org, Udemy, Udacity and any other internationally recognized platforms like MIT online, Harvard online etc.

9.25 Utilization of one or two credit online courses would be:

4 week online course – 1 credit

8 week online course / MOOC – 2 credits

12 week online course / MOOC – 3 credits

9.26 Summary of Internal Assessment, Semester End Examination and Evaluation Schedule is provided in the table given below (for theory courses having Credits ≥ 2).

Summary of Internal Assessment and Evaluation Schedule

Sl. No.	Type of Assessment	When	Syllabus Covered	Max Marks	Scaled down to	Date by which the process must be completed
1	Test-1	During 8 th week	First 50%	40	20	9 th week
2	Test -2	During 15 th Week	Remaining 50%	40	20	16 th Week
3	Assignment / Quiz - 1	Every week till Test-1	First 50%	10	05	9 th Week
4	Assignment / Quiz - 2	Every week during Test-1 and Test-2	Remaining 50%	10	05	16 th Week
5	SEE	18 th to 20 th Week	100%	100	50	20 th Week

9.27 Summary of Internal Assessment, Semester End Examination and Evaluation Schedule is provided in the table given below (for theory courses having Credit 1).

Summary of Internal Assessment and Evaluation Schedule

Sl. No.	Type of Assessment	When	Syllabus Covered	Max Marks	Reduced To	Date by which the process must be completed
1	Test-1	During 8 th week	First 50%	25	12.5	8 th week
2	Test -2	During 15 th Week	Remaining 50%	25	12.5	15 th Week
		Week				
5	SEE	18 th to 20 th Week	100%	50	25	20 th Week

10 Assessment of Students Performance in Practical Courses

Lab courses are of two types: integrated labs and separate labs.

The performance in the practice tasks / experiments shall be assessed on the basis of:

- Knowledge of relevant processes;
- Skills and operations involved;
- Results / products including calculation and reporting

10.1 Assessment of lab courses

10.1.1 Assessment of Separate lab course

The 50 marks meant for Internal Assessment (IA) of the performance in carrying out practical shall further be allocated as under:

i	Conduction of regular practical / experiments throughout the semester	20 marks
ii	Maintenance of lab records	10 marks

iii	Performance of internal lab test to be conducted after completion of all the experiments before last working day of the semester	20 marks
	Total	50 marks

10.1.2 Assessment of integrated lab course

The 10 marks meant for Internal Assessment (IA) of the performance in carrying out Integrated lab course shall further be allocated as under:

i	Conduction of regular practical / experiments throughout the semester	05 marks
ii	Maintenance of lab records and performance of internal lab test to be conducted after completion of all the experiments before last working day of the semester	05 marks
	Total	10 marks

10.2 The 50 marks meant for Semester End Examination (SEE) in case of separate lab course shall be allocated as under:

i	Conduction of practical (experiment)	30 marks
ii	Write up about the experiment/tabulation/results/inference	10 marks
ii	Viva Voce	10 marks
i		
	Total	50 marks

Note: No Separate SEE for integrated lab course

10.3 The duration for semester-end practical examination shall be decided by the concerned School Board.

10.4 For MOOC and Online Courses assessment shall be decided by the BOS of the School.

For >= 2 credit courses

i	IA-I	25 marks
ii	IA-2	25 marks
iii	Semester end examination by the concern school board (demo, test, viva voice etc.)	50 marks
	Total	100 marks

For 1 credit courses

i	IA (Performance of internal test to be conducted after completion of entire syllabus)	25 marks
iii	Semester end examination by the concern school board (demo, test, viva voice etc.)	25 marks
	Total	50 marks

11. Evaluation of Minor Project / Major Project / Dissertation:

Right from the initial stage of defining the problem, the candidate has to submit the progress reports periodically and also present his/her progress in the form of seminars in addition to the regular discussion with the

supervisor. At the end of the semester, the candidate has to submit final report of the project / dissertation, as the case may be, for final evaluation. The components of evaluation are as follows:

Component – I	Periodic Progress and Progress Reports (25%)
Component – II	Demonstration and Presentation of work (25%)
Component – III	Evaluation of Report (50%)

12. Evaluation of mandatory courses: Students should maintain minimum of 75% attendance to appear for SEE of Mandatory course. The SEE should be conducted in MCQ pattern and students should get minimum pass grade to obtain the degree. There is no internal assessment

13. Evaluation of **Skill Development Courses**: The concerned BoS shall recommend to conduct test/demo/viva-voce/MCQ to test the student knowledge.

14. Requirements to Pass a Course:

A candidate's performance from IA and SEE will be in terms of scores, and the sum of IA and SEE scores will be for a maximum of 100 marks (IA = 50 , SEE = 50) and have to secure a minimum of 40% to declare pass in the course. However, a candidate has to secure a minimum of 30% (15 marks) in Semester End Examination (SEE) which is compulsory.

The Grade and the Grade Point: The Grade and the Grade Point earned by the candidate in the subject will be as given below:

Marks, P	Grade, G	Grade Point (GP=V x G)	Letter Grade
90-100	10	$v \times 10$	O
80-89	9	$v \times 9$	A+
70-79	8	$v \times 8$	A
60-69	7	$v \times 7$	B+
55-59	6	$v \times 6$	B
50-54	5.5	$v \times 5.5$	C+
40-49	5	$v \times 5$	C
0-39	0	$v \times 0$	F
ABSENT			AB

O - Outstanding; A+-Excellent; A-Very Good; B+-Good; B-Above Average; C+-Average; C-Satisfactory; F – Unsatisfactory.

Here, P is the percentage of marks ($P=[IA + SEE]$) secured by a candidate in a course which is **rounded to nearest integer**. V is the credit value of course. G is the grade and GP is the grade point.

a. Computation of SGPA and CGPA

The Following procedure to compute the Semester Grade Point Average (SGPA).

The SGPA is the ratio of sum of the product of the number of credits with the grade points scored by a student in all the courses taken by a student and the sum of the number of credits of all the courses undergone by a student in a given semester, i.e : **SGPA (Si) = $\sum(C_i \times G_i) / \sum C_i$** where C_i is the number of credits of the i th course and G_i is the grade point scored by the student in the i th course.

Illustration for Computation of SGPA and CGPA

Illustration No. 1

Course	Credit	Grade Letter	Grade Point	Credit Point (Credit x Grade)
Course 1	3	A+	9	3X9=27
Course 2	3	A	8	3X8=24
Course 3	3	B+	7	3X7=21
Course 4	4	O	10	4X10=40
Course 5	1	C	5	1X5=5
Course 6	2	B	6	2X6=12
Course 7	3	O	10	3X10=30
	19			159

Thus, **SGPA = $159 \div 19 = 8.37$**

Illustration No. 2

Course	Credit	Grade letter	Grade Point	Credit Point (Credit x Grade point)
Course 1	4	A	8	4X8=32
Course 2	4	B+	7	4X7=28
Course 3	3	A+	9	3X9=27
Course 4	3	B+	7	3X7=21
Course 5	3	B	6	3X6=18
Course 6	3	C	5	3X5=15
Course 7	2	B+	7	2X7=14
Course 8	2	O	10	2X10=20
	24			175

Thus, **SGPA = $175 \div 24 = 7.29$**

Illustration No.3

Course	Credit	Grade Letter	Grade Point	Credit Point (Credit x Grade point)
Course 1	4	O	10	4 x 10 = 40
Course 2	4	A+	9	4 x 9 = 36
Course 3	3	B+	7	3 x 7 = 21
Course 4	3	B	6	3 x 6 = 18
Course 5	3	A+	9	3 x 9 = 27
Course 6	3	B+	7	3 x 7 = 21

Course 7	2	A+	9	$2 \times 9 = 18$
Course 8	2	A+	9	$2 \times 9 = 18$
	24			199

Thus, **SGPA = $199 \div 24 = 8.29$**

b. Cumulative Grade Point Average (CGPA):

Overall Cumulative Grade Point Average (CGPA) of a candidate after successful completion of the required number of credits (160) for B. Tech degree in Engineering & Technology is calculated taking into account all the courses undergone by a student over all the semesters of a program, i. e : **CGPA = $\sum(C_i \times S_i) / \sum C_i$**
Where S_i is the SGPA of the i th semester and C_i is the total number of credits in that semester.

Illustration:

CGPA after Final Semester

Semester (ith)	No. of Credits (Ci)	SGPA (Si)	Credits x SGPA (Ci X Si)
1	21	6.83	$21 \times 6.83 = 143.43$
2	23	7.29	$23 \times 7.29 = 167.67$
3	22	8.11	$22 \times 8.11 = 178.42$
4	24	7.40	$24 \times 7.40 = 177.6$
5	22	8.29	$22 \times 8.29 = 182.38$
6	24	8.58	$24 \times 8.58 = 205.92$
7	22	9.12	$22 \times 9.12 = 200.64$
8	10	9.25	$10 \times 9.25 = 92.50$
Cumulative	168		1348.56

Thus,

CGPA

$$= \frac{21 \times 6.83 + 23 \times 7.29 + 22 \times 8.11 + 24 \times 7.40 + 22 \times 8.29 + 24 \times 8.58 + 22 \times 9.12 + 10 \times 9.25}{168} = \frac{1348.56}{168} = 8.02$$

c. Conversion of grades into percentage:

Conversion formula for the conversion of CGPA into Percentage is:

Percentage of marks scored = CGPA Earned x 10

Illustration: CGPA Earned 8.02 x 10=80.2

d. The SGPA and CGPA shall be rounded off to 2 decimal points and reported in the transcripts.

Classification of Results

The final grade point (FGP) to be awarded to the student is based on CGPA secured by the candidate and is given as follows.

CGPA	Grade (Numerical Index)	Letter Grade	Performanc e	FGP
	G			Qualitative Index
9 >= CGPA 10	10	O	Outstanding	Distinction
8 >= CGPA < 9	9	A+	Excellent	
7 >= CGPA < 8	8	A	Very Good	First Class
6 >= CGPA < 7	7	B+	Good	
5.5 >= CGPA < 6	6	B	Above average	Second Class
> 5 CGPA < 5.5	5.5	C+	Average	
> 4 CGPA < 5	5	C	Satisfactory	Pass
< 4 CGPA	0	F	Unsatisfactory	Unsuccessful

Overall percentage=10*CGPA

e. Provisional Grade Card: The tentative / provisional grade card will be issued by the Controller of Examinations at the end of every semester indicating the courses completed successfully. The provisional grade card provides **Semester Grade Point Average (SGPA)**.

f. Final Grade Card: Upon successful completion of B Tech Degree a Final Grade card consisting of grades of all courses successfully completed by the candidate will be issued by the Controller of Examinations.

14.2 Attendance Requirement

14.2.1. All students must attend every lecture, tutorial and practical classes.

14.2.2. In case a student is on approved leave of absence (e.g:- representing the University in sports, games or athletics, placement activities, NCC, NSS activities and such others) and / or any other such contingencies like medical emergencies, the attendance requirement shall be minimum of 75% of the classes taught.

14.2.3. Any student with less than 75% of attendance in aggregate of all the courses including practical courses / field visits etc, during a semester shall not be permitted to appear to the end semester examination and such student shall seek re-admission

15. Re-Registration and Re-Admission:

15.1 In case a candidate's class attendance in aggregate of all courses in a semester is less than 75% or as stipulated by the University, such a candidate is considered as dropped the semester and is not allowed to

appear for semester end examination and he / she shall have to seek re-admission to that semester during subsequent semester / year within a stipulated period.

15.2 In such case where in a candidate drops all the courses in a semester due to personal reasons, it is considered that the candidate has dropped the semester and he / she shall seek re-admission to such dropped semester.

16. Absence during Internal Test:

In case a student has been absent from an internal tests due to the illness or other contingencies he / she may give a request along with necessary supporting documents and certification from the concerned class teacher / authorized personnel to the concerned Director of the School, for conducting a separate internal test. The Director of the School may consider such request depending on the merit of the case and after consultation with course instructor and class teacher, and arrange to conduct a special internal test for such candidate(s) well in advance before the Semester End Examination of that respective semester. Under no circumstances internal tests shall be held / assignments are accepted after Semester End Examination.

17. Provision for Appeal

If a candidate is not satisfied with the evaluation of Internal Assessment components (Internal Tests and Assignments), he/she can approach the Grievance Cell with the written submission together with all facts, the assignments, and test papers, which were evaluated. He/she can do so before the commencement of respective semester-end examination. The Grievance Cell is empowered to revise the marks if the case is genuine and is also empowered to levy penalty as prescribed by the University on the candidate if his/her submission is found to be baseless and unduly motivated. This Cell may recommend for taking disciplinary/corrective action on an evaluator if he/she is found guilty. The decision taken by the Grievance committee is final.

i. Grievance Committee:

In case of students having any grievances regarding the conduct of examination, evaluation and announcement of results, such students can approach Grievance Committee for redressal of grievances.

For every program there will be one grievance committee. The composition of the grievance committee is as follows:-

- The Controller of Examinations - Ex-officio Chairman / Convener
- One Senior Faculty Member (other than those concerned with the evaluation of the course concerned) drawn from the school / department/discipline and/or from the sister schools / departments/sister disciplines – Member.
- One Senior Faculty Members / Subject Experts drawn from outside the University school / department – Member.

18. Eligibility to Appear for Semester End Examination (SEE)

Only those students who fulfil a minimum of 75% attendance in aggregate of all the courses including practical courses / field visits etc., as part of the program shall be eligible to appear for Semester End Examination

19. Provision for Supplementary Examination

In case a candidate fails to secure a minimum of 30% (15 marks) in Semester End Examination (SEE) and a minimum of 40% marks together with IA and SEE to declare pass in the course, such candidate shall seek supplementary examination of only such course(s) wherein his / her performance is declared unsuccessful. The supplementary examinations are conducted after the announcement of even semester examination results. The candidate who is unsuccessful in a given course(s) shall appear for supplementary examination of odd and even semester course(s) to seek for improvement of the performance.

20. Provision to Carry Forward the Failed Subjects / Courses:

The student who has failed in courses worth of 12 credits or less in odd and even semesters together shall move to next semester of succeeding year(s) of study till 8th semester. And he / she shall appear for Semester End examination of failed courses of previous semesters concurrently with odd semester end examinations and / or even semester end examinations of current year of study.

Case 1: A student who has failed in a maximum of 12 credits in 1st and 2nd semester together shall move to the 3rd semester of the succeeding year.

Case 2: A student who has failed in a maximum of 12 credits from semester 1 to 4 together shall move to the 5th semester of the succeeding year.

Case 3: A students who has failed in a maximum of 12 credits from semester 1 to 6 together shall move to the 7th semester of the succeeding year.

21. Re-evaluation of Answer Scripts and Announcement of Re-evaluation Results

After declaration of the results of programs within next 10 days, if any candidate wishes to apply for Photocopy/Revaluation (only theory courses), s/he shall apply to the Controller of Examinations, by paying the prescribed fees notified by the University from time to time. The photocopies of the said answer books shall be made available within next TEN working days after the last date prescribed for receipt of the application at the Office of the Controller of Examinations. Photocopies will not be issued for practical/drawing/audit courses.

22. Results of Re-Evaluation will be announced within TWENTY working days (except for third evaluation).

23. With regard to any specific case of ambiguity and unsolved problem, the decision of the Vice-Chancellor shall be final.

24. All assessments must be done by the respective Schools as per the guidelines issued by the Controller of Examinations. However, the responsibility of announcing final examination results and issuing official transcripts to the students lies with the office of the Controller of Examinations.

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

SCHEME OF INSTRUCTIONS (2022 – 2026 BATCH)

B. Tech CSE (Internet of Things and Cybersecurity including Blockchain Technology)

Semester I (Physics Cycle)

Sl. No	Course Code	Title of the Course	HC/F C /SC/O E/MC/ SDC	Credit Pattern				Contact Hours /Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0103	Multivariable Calculus and LinearAlgebra	FC	3	0	0	3	3	50	50	100	BSC
2	B22AS0106	Physics for Computer Science	FC	3	0	0	3	3	50	50	100	BSC
3	B22EN0102	Introduction to Accounting	FC	1	0	0	1	1	25	25	50	HSMC
4	B22CS0104	Introduction to Data Science	HC	2	0	0	2	2	50	50	100	ESC
5	B22EE0101	Basics of Electrical and ElectronicsEngineering	HC	3	0	0	3	3	50	50	100	ESC
6	B22ED0101	Elements of Civil Engineering andMechanics	HC	3	0	0	3	3	50	50	100	ESC
7	B22ME0101	Computer Aided EngineeringDrawing	HC	2	0	1	3	4	50	50	100	ESC
8	B22AS0109	Physics for Computer Science Lab	FC	0	0	1	1	2	25	25	50	BSC
9	B22CS0108	Data Science Lab	HC	0	0	1	1	2	25	25	50	ESC
10	B22EE0102	Basics of Electrical and Electronics Lab	HC	0	0	1	1	2	25	25	50	ESC
TOTAL				17	0	4	21	25	400	400	800	
TOTAL SEMESTER CREDITS				21								
TOTAL CUMULATIVE CREDITS				21								
TOTAL CONTACT HOURS				25								
TOTAL MARKS				800								

II Semester (Chemistry Cycle)

	Course Code	Title of the Course	HC/FC / SC/O E /MC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0203	Probability and Statistics	FC	3	0	0	3	3	50	50	100	BSC
2	B22AS0104	Engineering Chemistry	FC	3	0	0	3	3	50	50	100	BSC
3	B22AH0103	Communication Skills	FC	0	0	1	1	2	25	25	50	HSMC
4	B22CI0104	Programming with C	HC	3	0	0	3	3	50	50	100	ESC
5	B22ME0103	Elements of Mechanical Engineering	HC	3	0	0	3	3	50	50	100	ESC
6	B22EN0101	IoT and Applications	HC	1	0	1	2	3	50	50	100	ESC
7	B22ME0102	Design Thinking	HC	1	0	1	2	3	50	50	100	ESC
8	B22AS0105	Engineering Chemistry Lab	FC	0	0	1	1	2	25	25	50	BSC
9	B22CI0108	Programming with C Lab	HC	0	0	1	1	2	25	25	50	ESC
10	B22ME0104	Engineering Workshop	HC	0	0	1	1	2	25	25	50	ESC
11	B22CS0201	Skill Development Course-1	SDC	0	0	2	2	4	50	50	100	SDC
12	B22AS0208	Tree Plantation in Tropical Region: Benefits and Strategic Planning	FC	1	0	0	1	2	25	25	50	HSMC
TOTAL				15	0	8	23	32	475	475	950	
TOTAL SEMESTER CREDITS				23								
TOTAL CUMULATIVE CREDITS				44								
TOTAL CONTACT HOURS				32								
TOTAL MARKS				950								

III SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE /MC/ SDC	Credit Pattern				Contact Hours /Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0301	Discrete Mathematics and Graph Theory	FC	3	0	0	3	3	50	50	100	BSC
2	B22CS0301	Professional Ethics	FC	2	0	0	2	2	50	50	100	HSMC
3	B22CI0309	Entrepreneurship	FC	1	0	0	1	1	25	25	50	HSMC
4	B22AS0303 / B22AS0403	Environmental Science	MC	2	0	0	0	2				HSMC
5	B22EF0301	Operating systems	HC	3	0	0	3	3	50	50	100	PCC
6	B22EF0302	Object Oriented Programming with Java	HC	3	0	0	3	3	50	50	100	PCC
7	B22EF0303	Data Structures	HC	3	0	0	3	3	50	50	100	PCC
8	B22EH0301	Digital Logic and Design	HC	3	0	0	3	3	50	50	100	PCC
9	B22EF0305	Java Programming Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0306	Data Structures Lab Using C	HC	0	0	1	1	2	25	25	50	PCC
11	B22EH0302	Digital Logic and Design Lab	HC	0	0	1	1	2	25	25	50	PCC
Total				20	0	3	21	26	400	400	800	
TOTAL SEMESTER CREDITS				21								
TOTAL CUMULATIVE CREDITS				65								
TOTAL CONTACT HOURS				26								
TOTAL MARKS				800								

IV SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC/SC/OE/MC/SDC	Credit Pattern				Contact Hours/Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22EI0401	Embedded Systems for IoT	HC	3	0	0	3	3	50	50	100	PCC
2	B22EE0310	Universal Human Values	HC	2	0	0	2	2	50	50	100	HSMC
3	B22EN0308	Technical Documentation	FC	1	0	0	1	1	25	25	50	PCC
4	B22MEM301	Indian Constitution	MC	2	0	0	0	2				HSMC
5	B22EF0401	Design and Analysis of Algorithms	HC	3	0	0	3	3	50	50	100	PCC
6	B22EF0402	Database Management Systems	HC	3	0	0	3	3	50	50	100	PCC
7	B22EF0403	Computer Organization and Architecture	HC	3	0	0	3	3	50	50	100	PCC
8	B22EIS41X	Professional Elective 1	SC	3	0	0	3	3	50	50	100	PEC
9	B22EF0404	Algorithms Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0405	Database Management Systems Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EF0406	Microcontroller and IOT Lab	HC	0	0	1	1	2	25	25	50	PCC
12	B22EI0402	Skill Development course 2	SDC	0	0	2	2	4	50	50	100	SDC
TOTAL				20	0	5	23	30	450	450	900	
TOTAL SEMESTER CREDITS				23								
TOTAL CUMULATIVE CREDITS				88								
TOTAL CONTACT HOURS				30								
TOTAL MARKS				900								

V SEMESTER

Sl. No	Course Code	Title of the Course	HC/F C /SC/ OE/ MC/S DC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XX051X	Open Elective – 1 (multidisciplinary)	OE	3	0	0	3	3	50	50	100	POE
2	B22ED0501	Indian Heritage and Culture	MC	2	0	0	0	2				HSMC
3	B22EF0501	Theory of Computation	HC	3	0	0	3	3	50	50	100	PCC
4	B22EI0501	IoT Systems Processors	HC	3	0	0	3	3	50	50	100	PCC
5	B22EF0503	Computer Networks	HC	3	0	0	3	3	50	50	100	PCC
6	B22EI0502	Cryptography and Network Security	HC	3	0	0	3	3	50	50	100	PCC
7	B22EIS51X	Professional Elective - 2	SC	3	0	0	3	3	50	50	100	PEC
8	B22EIS52X	Professional Elective - 3	SC	3	0	0	3	3	50	50	100	PEC
9	B22EI0503	IoT System Processors Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0506	Computer Networks Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EI0504	Cryptography and Network Security Lab	HC	0	0	1	1	2	25	25	50	PCC
12	B22EI0505	Skill Development course 3	SDC	0	0	2	2	4	50	50	100	SDC
TOTAL				23	0	5	26	33	475	475	950	
TOTAL SEMESTER CREDITS					26							
TOTAL CUMULATIVE CREDITS					114							
TOTAL CONTACT HOURS					33							
TOTAL MARKS					950							

VI SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XX061X	Open Elective-2 (General)	OE	3	0	0	3	3	50	50	100	OE
2	B22EI0601	Block Chain Technology	HC	3	0	0	3	3	50	50	100	PCC
3	B22EF0602	Web Technology	HC	3	0	0	3	3	50	50	100	PCC
4	B22EF0603	Agile Software Development and DevOps	HC	3	0	0	3	3	50	50	100	PCC
5	B22EI0602	Machine Learning and Applications	HC	3	0	0	3	3	50	50	100	PCC
6	B22EIS61X	Professional Elective -4	SC	3	0	0	3	3	50	50	100	PEC
7	B22EIS62X	Professional Elective- 5	SC	3	0	0	3	3	50	50	100	PEC
8	B22EI0603	Block Chain Technology Lab	HC	0	0	1	1	2	25	25	50	PCC
9	B22EF0606	Web Technology Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EI0604	Machine Learning and Applications Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EI0605	Mini Project / Summer Internship	HC	0	0	2	2	4	50	50	50	PCC
Total				21	0	5	26	31	475	475	900	
TOTAL SEMESTER CREDITS				26								
TOTAL CUMULATIVE CREDITS				140								
TOTAL CONTACT HOURS				31								
TOTAL MARKS				900								

VII SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC/SC/OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XX071X	Open elective – 3	OE	3	0	0	3	3	50	50	100	OE
2	B22XX072X	Open Elective – 4 (MOOC)	OE	3	0	0	3	3	50	50	100	OE
3	B22EI0701	Security and Privacy in IoT	HC	3	0	0	3	3	50	50	100	PCC
4	B22EI0702	Skill Development course – 4 (NPTEL)	SDC	1	0	1	2	4	50	50	100	SDC
5	B22EI0703	Internship	HC	0	0	2	2	4	50	50	100	PCC
6	B22EI0704 /5	Project – Phase 1 /Startup	HC	0	0	3	3	6	50	50	100	PCC
Total				10	0	6	16	23	300	300	600	
TOTAL SEMESTER CREDITS				16								
TOTAL CUMULATIVE CREDITS				156								
TOTAL CONTACT HOURS				23								
TOTAL MARKS				600								

VIII SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22EI0801	Project Phase 2 / Start-up	HC	0	0	12	12	24	50	50	100	PCC
Total				0	0	12	12	24	50	50	100	
TOTAL SEMESTER CREDITS				12								
TOTAL CUMULATIVE CREDITS				168								
TOTAL CONTACT HOURS				24								
TOTAL MARKS				100								

Professional Electives:

IoT	Course Code	T1 (AI)	Course Code	T2 (IoT and Block chain Technology)	Course Code	T3 (Cyber SECURITY)	Course Code	T4 (Computing)	Course Code	T5 (DATA SCIENCE)
IV(PE 1)	B22EIS411	Foundations to Artificial Intelligence	B22EIS412	Sensors Actuators for IoT interfacing	B22EIS413	Cyber Physical Systems	B22EIS414	Introduction to Python Programming	B22EIS415	Big Data Analytics
V(PE2)	B22EIS511	Computer vision	B22EIS512	IoT Architecture and Protocols	B22EIS513	Steganography and Digital Watermarking	B22EIS514	Augmented Reality and Virtual Reality	B22EIS515	VR Programming
V(PE3)	B22EIS521	Human Computer Interaction	B22EIS522	Industrial IoT	B22EIS523	Database Security and Access Control	B22EIS524	Neural Networks and Deep Learning	B22EIS525	Business Intelligence
VI(PE 4)	B22EIS611	Cognitive computing	B22EIS612	Blockchain Tools and Applications	B22EIS613	Cyber Security Assessment and Risk Analysis	B22EIS614	Cloud Computing	B22EIS615	Social Network Analysis
VI(PE 5)	B22EIS621	Natural Language Processing	B22EIS622	Ubiquitous sensing, Computing and Communications	B22EIS623	Cyber Law and Digital Forensics	B22EIS624	Robotic Process Automation (RPA)	B22EIS625	Data Visualization Tools

Open Electives:

V Sem	Open Elective 1	Cyber Security (B22EIO511)	Cyber Physical Systems (B22EIO512)			
VI Sem	Open Elective 2	Smart Sensor Technologies (B22EIO611)	Cyber Law and Forensics (B22EIO612)			
VII Sem	Open Elective 3	Blockchain Technology (B22EIO711)	Introduction to AR and VR (B22EIO712)			
VII Sem	Open Elective 4	NPTEL/SWAYAM Courses (General)				

Skill Development Courses

Semester	Type of Course	A	B	C	D	E
II Sem	Skill Development Course 1	C++ Programming	MATLAB	Basics in IoT Hardware	Microprocessor and Micro Controllers	Linux Administration and SHELL Programming
IV Sem	Skill Development Course 2	Introduction to Cyber Security	NoSQL Databases	C # and .NET Framework	Foundations to Drone Technology	Introduction to Robotics
V Sem	GC/Skill Development Course 3	Ethical Hacking	Mobile Application Development	AWS Cloud Services (Practitioner Level)	Industry 4.0/5.0	IoT Analytics and Big data
VIII Sem	GC/Skill Development Course 4	NPTEL/SWAYAM Courses/Global Certifications				

SCHOOL OF COMPUTER SCIENCE AND ENGINEERING

SCHEME OF INSTRUCTIONS (2022 – 2026 BATCH)

B. Tech CSE (Internet of Things and Cybersecurity including Blockchain Technology)

Semester I (Physics Cycle)

Sl. No	Course Code	Title of the Course	HC/F C /SC/O E/MC/SDC	Credit Pattern				Contact Hours /Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0103	Multivariable Calculus and LinearAlgebra	FC	3	0	0	3	3	50	50	100	BSC
2	B22AS0106	Physics for Computer Science	FC	3	0	0	3	3	50	50	100	BSC
3	B22EN0102	Introduction to Accounting	FC	1	0	0	1	1	25	25	50	HSMC
4	B22CS0104	Introduction to Data Science	HC	2	0	0	2	2	50	50	100	ESC
5	B22EE0101	Basics of Electrical and ElectronicsEngineering	HC	3	0	0	3	3	50	50	100	ESC
6	B22ED0101	Elements of Civil Engineering andMechanics	HC	3	0	0	3	3	50	50	100	ESC
7	B22ME0101	Computer Aided EngineeringDrawing	HC	2	0	1	3	4	50	50	100	ESC
8	B22AS0109	Physics for Computer Science Lab	FC	0	0	1	1	2	25	25	50	BSC
9	B22CS0108	Data Science Lab	HC	0	0	1	1	2	25	25	50	ESC
10	B22EE0102	Basics of Electrical and Electronics Lab	HC	0	0	1	1	2	25	25	50	ESC
TOTAL				17	0	4	21	25	400	400	800	
TOTAL SEMESTER CREDITS				21								
TOTAL CUMULATIVE CREDITS				21								
TOTAL CONTACT HOURS				25								
TOTAL MARKS				800								

II Semester (Chemistry Cycle)

	Course Code	Title of the Course	HC/FC/SC/OE/MC	Credit Pattern				Contact Hours/Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0203	Probability and Statistics	FC	3	0	0	3	3	50	50	100	BSC
2	B22AS0104	Engineering Chemistry	FC	3	0	0	3	3	50	50	100	BSC
3	B22AH0103	Communication Skills	FC	0	0	1	1	2	25	25	50	HS MC
4	B22CI0104	Programming with C	HC	3	0	0	3	3	50	50	100	ESC
5	B22ME0103	Elements of Mechanical Engineering	HC	3	0	0	3	3	50	50	100	ESC
6	B22EN0101	IoT and Applications	HC	1	0	1	2	3	50	50	100	ESC
7	B22ME0102	Design Thinking	HC	1	0	1	2	3	50	50	100	ESC
8	B22AS0105	Engineering Chemistry Lab	FC	0	0	1	1	2	25	25	50	BSC
9	B22CI0108	Programming with C Lab	HC	0	0	1	1	2	25	25	50	ESC
10	B22ME0104	Engineering Workshop	HC	0	0	1	1	2	25	25	50	ESC
11	B22CS0201	Skill Development Course-1	SDC	0	0	2	2	4	50	50	100	SDC
12	B22AS0208	Tree Plantation in Tropical Region: Benefits and Strategic Planning	FC	1	0	0	1	2	25	25	50	HS MC
TOTAL				15	0	8	23	32	475	475	950	
TOTAL SEMESTER CREDITS				23								
TOTAL CUMULATIVE CREDITS				44								
TOTAL CONTACT HOURS				32								
TOTAL MARKS				950								

Nomenclature: L: Lecture, T: Tutorial, P: Practical/Practice/Hands-on, HC: Hard Core, SC: Soft Core, FC: Foundation Core, OE: Open Elective, SDC: Skill Development Course, CIE: Continuous Internal Evaluation, SEE: Semester End Examination, BSC: Basic Science Course, HSMC: Humanities, Social science and Management Course, ESC: Engineering Science Course, PCC: Program Core Course, PEC: Professional Elective Course, MC: Mandatory Course, PROJ: Project work/Internship

Note: SDC-1 will be hands-on based skill enhancement course that create expertise in the domain of respective engineering

Course Title	Multivariable Calculus and Linear Algebra				Course Type	FC		
Course Code	B22AS0103	Credits	3		Class	I Semester		
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	0	0	0				
	practice	-	-	-	Theory	Practical	CIE	SEE
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

The course Differential Calculus deals with the basic aspects differential calculus. The students of Computer Science are equally benefited with this course as stepping stone to the broad areas of calculus. This course familiarize students with important concepts coming under differential calculus and to develop strong foundations on these concepts. In Computer Science, Calculus is used for machine learning, data mining, scientific computing, image processing, and creating the graphics and 3D visuals for simulations. Calculus is also used in a wide array software program that require it. Linear algebra provides concepts that are crucial to many areas of computer science, including graphics, image processing, cryptography, machine learning, optimization, graph algorithms, information retrieval and web search.

COURSE OBJECTIVE (S):

1. Explain the scalar and vector point functions and their operations.
2. Illustrate how to find angle between polar curves with a suitable example.
3. Demonstrate the use of radius of curvature of the curves can be best suited for machine learning techniques with big data analytics.
4. Describe the concepts of Linear algebra and calculus theory.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	Pos	PS Os
CO-1	Apply Taylor's and Maclaurin's series for finding series expansions of functions and approximating values.	1,2,4	1
CO-2	Identify the curve forms and evaluate the radius of curvature of the given curve.	1,2,4	1
CO-3	Evaluate the limit using L' Hospital rule after identifying an indeterminate form.	1,2,4	1
CO-4	Solve the given system of equations by Gauss elimination and Gauss Jordan method for the consistent equations.	1,2,4	1
CO-5	Determine the Eigen values, the corresponding Eigen vectors and diagonalize the given square matrix.	1,2,4	1
CO-6	Apply Rayleigh's Power method to find the largest Eigen value and the corresponding Eigen vector.	1,2,4	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO-1			√			
CO-2			√			
CO-3					√	
CO-4			√			
CO-5					√	
CO-6			√			

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 ₀	PO1 ₁	PO1 ₂	PSO ₁	PSO ₂	PSO ₃
CO-1	3	3		1									1		
CO-2	3	3		2									1		
CO-3	3	2		1									1		
CO-4	3	3		1									1		
CO-5	3	3		1									1		
CO-6	3	2		1									1		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY

Contents

UNIT – 1

Introduction to Vector Differentiation: Introduction, Scalar and vector point functions, velocity, acceleration, Gradient, Divergence, Curl, Laplacian, Solenoidal and Irrotational vectors, Vector identities.

Differential Calculus-1: Successive differentiation- nth derivatives of standard functions (no proof) simple problems, Leibnitz Theorem (without proof) and problems, Taylors series and McLaurin's series expansion for function of one variable (only problems), Polar curves- Angle between the radius vector and the tangent, angle between two curves, Pedal equation for polar curves. Applications in computer science.

UNIT – 2

Differential Calculus-2: Derivative of arc length – concept and formulae (without proof), Radius of curvature- Cartesian, parametric, polar and pedal forms (with proof) problems.

Indeterminate forms and solution using L'Hospital's rule. Analysis of Randomized algorithms using Differential Calculus. Applications in computer science.

UNIT– 3

Linear Algebra-1: Basic concepts, Echelon form, normal form of a matrix, Rank of Matrix, Gauss-Jordan method to find inverse of a matrix, consistency of linear system of equations, Gauss elimination and Gauss-Jordan method to solve system of equations. Linear Algebra for statistics. Applications in computer science.

UNIT – 4

Linear Algebra-2: Linear Transformations, orthogonal transformation, Eigen values and Eigen Vectors. Complex matrices, Similarity of Matrices, Diagonalization. Rayleigh power method to determine largest Eigen value and the corresponding Eigen vector. Analysis of Randomized algorithms using Linear Algebra. Applications in computer science.

TEXT BOOKS:

1. Theodore Shifrin, "Multi-Variable Calculus and Linear Algebra with Applications", Wiley, 1st edition, Volume 2, 2018.
2. B.S. Grewal, "Higher Engineering Mathematics", Khanna Publishers, 43rd edition, 2015.
3. Erwin Kreyszig, "Advanced Engineering Mathematics", Wiley Publications, 9th edition, 2013.
4. Ron Larson, "Multivariable Calculus, Cengage Learning", 10th Edition, 2013.

REFERENCE BOOKS:

1. B.V. Ramana, "Higher Engineering Mathematics", Tata McGraw Hill Publications, 19th Reprint edition, 2013.
2. R.K.Jain and S.R.K.Iyengar, "Advanced Engineering Mathematics", Narosa Publishing House, 4th edition, 2016.
3. Stanley I. Grossman, "Multivariable Calculus, Linear Algebra, and Differential Equations", 2nd edition, Academic Press 1986.

JOURNALS/MAGAZINE:

<https://www.sciencedirect.com/journal/linear-algebra-and-its-applications>

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/111/107/111107108/>
2. <https://nptel.ac.in/noc/courses/noc20/SEM1/noc20-ma07/>
3. <https://nptel.ac.in/courses/111/106/111106051/>
4. <https://nptel.ac.in/courses/111/104/111104092/>
5. <https://nptel.ac.in/courses/111/104/111104085/>

SELF-LEARNING EXERCISES:

1. Vector spaces, Curvilinear co-ordinates: Cylindrical and spherical co-ordinates.

Course Title	Physics for Computer Science				Course Type		FC	
Course Code	B22AS0106	Credits	3		Class		I semester	
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practice	-	-	-				
	Total	3	3	3	42	28	50	50

COURSE OVERVIEW

This course introduces the basic concepts of Physics and its applications to Computer Science Engineering courses by emphasizing the concepts underlying four units: Wave Mechanics, Lasers and optical fibers, EM wave and spectrum, Display Technology and Quantum computation. The subject has basic laws, expressions and theories which help to increase the scientific knowledge to analyze upcoming technologies.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Impart the knowledge about wave mechanics, electromagnetic waves, and its applications.
2. Demonstrate the different applications of lasers, and optical fibers.
3. Discuss different types of display technologies, touch screen techniques and its applications.
4. Explain the importance of quantum computation as an emerging technology.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply knowledge of wave mechanics, its importance, and applications.	1,2,3	1
CO2	Understand the wave function and applications of Schrödinger wave equation for energy Eigen values of a free particle.	1,2,3	1
CO3	Understand the light-matter interaction and requirement for lasing action.	1,2,3	1
CO4	Classify EM waves based on the frequency range, optical fibers and derive expression for NA, number of Modes and attenuation.	1,2,3	1
CO5	Summarize capacitive and resistive display technologies.	1,2,3	1
CO6	Analyze the working and application of quantum computation	1,2,3	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2		√				
CO3		√				
CO4		√				
CO5	√					
CO6			√			

COURSE ARTICULATION MATRIX

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	3	3											1	
CO 2	3	2	1											1	
CO 3	3	2	1											1	
CO 4	3	2	1											1	
CO	3	2	2											1	

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT THEORY

Contents

UNIT – 1

Wave mechanics: Introduction to Wave mechanics, De-Broglie hypothesis. Expression for de-Broglie wavelength of an electron in terms of accelerating potential. Phase velocity and group velocity, Relation between phase velocity and group velocity.

Quantum Physics: Wave function, properties of wave function and physical significance. Probability density and Normalization of wave function, Schrodinger time- dependent and independent wave equation, Eigen values and Eigen functions. Applications of Schrödinger wave equation – energy Eigen values of a free particle, Particle in one dimensional infinite potential well with numerical examples. Application-Quantum computation

UNIT – 2

Lasers: Lasers Interaction between radiation and matter (induced absorption, spontaneous and stimulated emission). Expression for energy density at thermal equilibrium in terms of Einstein's coefficients. Characteristics of laser light, Conditions for laser operation (population inversion and Meta stable state). Requisites of laser system, semiconductor laser and its applications.

Electromagnetic Waves: Basic idea of displacement current, Electromagnetic waves, their characteristics, Electromagnetic spectrum (7 types of EM waves) including elementary facts. Uses of EM waves in communications.

UNIT – 3

Optical fibers: Construction and light propagation mechanism in optical fibers (total internal reflection and its importance), Acceptance angle, Numerical Aperture (NA), Expression for numerical aperture in terms of core and cladding refractive indices, Condition for wave propagation in optical fiber, V-number and Modes of propagation, Types of optical fibers, Attenuation and reasons for attenuation, Applications: Explanation of optical fiber communication using block diagram, Optical source (LED) and detector (Photodiode) and their applications. Advantages and limitations of optical communications.

UNIT – 4

Display technology: Touch screen technologies: Resistive and capacitive touch screen and Displays: CRT, Field emission display, Plasma display, LED display, OLED display, LCD display.

Quantum Computation: Quantum wires (one dimensional), Quantum dots (zero dimensional); the idea of “qubit” and examples of single qubit logic gates- Classical bits, Qubit as a two-level system.

TEXT BOOKS:

1. William T. Silfvast, “Laser Fundamentals”, Cambridge University press, New York, 2004
2. 2.D. Halliday, R. Resnick and J. Walker, “Fundamentals of Physics”, 10th edition, John Wiley and Sons, New York, 2013
3. R. K. Gaur and S.L. Gupta, “Engineering Physics”, Dhanpat Rai Publications (P) Ltd, New Delhi. 2014.
4. M.N. Avadhanulu and P.G. Kshirsagar, “A textbook of Engineering Physics”, S. Chand and Company, New Delhi, 2014.
5. P. Lorrain and O. Corson, “EM Waves and Fields”, 3rd edition, CBS Publishers.

REFERENCE BOOKS:

1. Charls Kittel, “Introduction to Solid State Physics”, 8th Edition Wiley, Delhi, 2004
2. Arthur Beiser, “Concepts of modern Physics”, 8th edition, Tata McGraw Hill publications, New Delhi, 2011
3. S. O. Pillai, “Solid State Physics”, New Age International publishers, New Delhi, 2010
4. Janglin Chen, Wayne Cranton, Mark Fihn, “Handbook of Visual Display Technology”, 2nd edition Springer Publication, 2012.

JOURNALS/MAGAZINE:

1. <https://www.codemag.com/Magazine/ByCategory/Python>
2. http://ijaerd.com/papers/special_papers/IT032.pdf
3. <https://iopscience.iop.org/article/10.1088/176596/423/1/012027https://ieeexplore.ieee.org/document/4160250>
4. Python for scientific computing

SWAYAM/NPTEL/MOOCs:

1. <https://www.mooc.org/>
2. <https://www.coursera.org/>

Self-Learning Exercises:

Introduction to optics, nano devices, quantum tunneling, semiconductor energy gap. characteristics of materials used in manufacture of laptops/desktops (display, internal circuit connection), laser printer working.

Course Title	Introduction to Accounting				Course Type	FC		
Course Code	B22EN0102	Credits	1		Class	I semester		
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	1	1	1				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practice	-	-	-				
	Total	1	1	1	14	-	25	25

COURSE OVERVIEW

The course introduces the basic framework of accounting to all students to understand accounting concepts and constraints, and help them in preparation of financial records, statements and analysis of the major financial statements.

COURSE OBJECTIVES:

This course enables graduating students to

1. Educate students about the accounting principles and practices.
2. Orient about accounting recording and identification of income, expenses, Assets and Liabilities.
3. Get detailed knowledge of the practice of accounting in different forms of business
4. Gain the ability of using accounting information as a tool in applying solutions for managerial problems, evaluating the financial performance, and interpreting the financial structure.
5. Make students to Apply quantitative skills to analyse and solve business problems and to take advantage of business opportunities.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Acquire conceptual knowledge of basics of accounting and Identify events that need to be recorded in the accounting records	1,2,4,11	1
CO2	Identify and analyse the reasons for the difference between cash book and pass book balances	1,2,4,11	1
CO3	Equip with the knowledge of accounting process and preparation of final Accounts	1,2,4,11	1
CO4	Develop the ability to use accounting information to solve a variety of business problems	1,2,4,11	1
CO5	Describe, explain, and integrate fundamental concepts underlying accounting and finance management	1,2,4,11	1
CO6	Explain the need for the bank reconciliation statement and cash balance.	1,2,4,11	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	✓	✓	✓			
CO2	✓	✓	✓			
CO3	✓	✓	✓			
CO4	✓	✓	✓			
CO5	✓	✓	✓			
CO6	✓	✓	✓			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	1		1							1		1		
CO2	1	1		1							1		1		
CO3	1	1		1							1		1		
CO4	1	1		1							1		1		
CO5	1	1		1							1		1		
CO6	1	1		1							1		1		

Note:1-Low,2-Medium,3-High

COURSE CONTENT**THEORY****Contents****UNIT – 1****INTRODUCTION TO ACCOUNTING & ACCOUNTING PROCESS**

Introduction – Meaning and Definition-Objectives of Accounting – Functions of Accounting – Users of Accounting information- Limitations of Accounting – Accounting Principles –Accounting Concepts and Conventions. Meaning – Process of Accounting – Kinds of Accounts – Rules – Transaction Analysis – Journal – Ledger – Balancing of Accounts – Trail Balance Problems, Accounting Concepts: Entity, Money Measurement, Going Concern, Accounting Period, Cost Concept, Dual Aspect, Accounting Mechanism – Single Entry and Double Entry. (Only Theory)

UNIT – 2

RECORDING OF BUSINESS TRANSACTIONS - Voucher and Transactions: Origin of Transactions – Source documents and Vouchers, Preparation of vouchers; Accounting equation approach – Meaning and Analysis of transactions using accounting equation; Rules of debit and credit- Capital & Revenue Transactions. The Accounting Process Recording of Transactions: Books of original entry – Journal (Simple problems), types of subsidiary books (i) Cash book – Simple, Cashbook with bank column and Petty cashbook, (ii) Purchases book, Sales book, Purchases returns book, Sale returns book; Ledger: Meaning, Utility, Format; Posting from journal and subsidiary books; Trial Balance- P& L Account and Balance sheet -Bank Reconciliation Statement: Meaning, Need and Preparation, Correct cash balance. (Simple problems)

Reference Books:

1. Tulsian, P.C. "Financial Accounting", 20th Edition, Pearson Education, 2016
2. S.N. Maheshwari, and. S. K. Maheshwari. "Financial Accounting". 5th Edition, Vikas Publishing House, New Delhi, 2012.
3. Dr. Jawaharlal, "Accounting theory and practices", 4th Edition, HPH, 2022.
4. Bhushan Kumar Goyal and HN Tiwari, "Financial Accounting", International Book House, 2021

Course Title	Introduction to Data Science				Course Type	HC		
Course Code	B22CS0104	Credits	2		Class	I Semester		
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	2	2	2				
	Tutorial	-	-	-				
	Practice	-	-	-	Theory	Practical	CIE	SEE
	Total	2	2	2	28	-	50%	50%

COURSE OVERVIEW:

Data Science is an interdisciplinary, problem-solving oriented subject that is used to apply scientific techniques to practical problems. The course orients on preparation of datasets and programming of data analysis tasks. This course covers the topics: Set Theory, Probability theory, Tools for data science, ML algorithms and demonstration of experiments either by using MS-Excel/Python/R.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the fundamental concepts of Excel.
2. Illustrate the use of basic concepts of Data Science in the real-world applications.
3. Demonstrate the use of SQL commands in real world applications.
4. Discuss the functional components of Data Science for real world applications.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO #	Course Outcomes	POs	PSOs
CO1	Make use of the basic concepts of Data Science in developing the real-world applications.	1 to 4, 12	1,2,3
CO2	Apply the SQL commands in developing the real-world applications.	1 to 5, 12	1,2,3
CO3	Build the data analytics solutions for real world problems, perform analysis, interpretation and reporting of data.	1 to 5	1, 2, 3
CO4	Create the real-world AI based solutions using different machine learning Algorithms	1 to 6, 12	1, 2, 3
CO5	Find modeling Error in Linear Regression	1 to 5	1, 2, 3
CO6	Use statistical principles to solve mean and standard deviations for given data.	1 to 4, 12	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			✓			
CO2			✓			
CO3			✓	✓		
CO4			✓	✓	✓	✓
CO5		✓				
CO6			✓			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	2	2								2	3	1	1
CO2	2	3	2	1	2	2						2	3	2	2
CO3	2	3	3	2	2								3	3	3
CO4	3	3	3	2	2	2						2	3	3	3
CO5	2	3	2	2	2								3	3	3
CO6	3	3	2	2								2	3	3	3

Note: 1-Low, 2-Medium, 3-High

Course Content Theory:**Contents****UNIT – 1****Introduction to Microsoft Excel:**

History and importance of Microsoft Excel, Creating Excel tables, understand how to Add, Subtract, Multiply, Divide in Excel. Excel Data Validation, Sorting, Filtering, Grouping, Ungrouping and Subtotal. Introduction to formulas and functions in Excel. Logical functions (operators) and conditions. Visualizing data using charts in Excel. Import XML Data into Excel, How to Import CSV Data (Text) into Excel, How to Import MS Access Data into Excel, Working with Multiple Worksheets.

UNIT – 2**Introduction to Data Science:**

What is Data Science? Probability theory, bayes theorem, bayes probability; Cartesian plane, equations of lines, graphs; exponents.

Introduction to SQL: SQL: Basics of Structured Query Language, creation, insertion, updation, deletion, retrieval of tables by experimental demonstrations. Import SQL Database Data into Excel.

UNIT – 3**Data science components:**

Tools for data science, definition of AI, types of machine learning (ML), list of ML algorithms for classification, clustering, and feature selection. Description of linear regression and Logistic Regression. Introducing the Gaussian, Introduction to Standardization, Standard Normal Probability Distribution in Excel, Calculating Probabilities from Z-scores, Central Limit Theorem, Algebra with Gaussians, Markowitz Portfolio Optimization, Standardizing x and y Coordinates for Linear Regression, Standardization Simplifies Linear Regression, Modeling Error in Linear Regression, Information Gain from Linear Regression.

UNIT – 4

Data visualization using scatter plots, charts, graphs, histograms and maps: Statistical Analysis: Descriptive statistics-Mean, Standard Deviation for Continuous Data, Frequency, Percentage for Categorical Data.

Application of Data Science

Data science life cycle, Applications of data science with demonstration of experiments by using Microsoft Excel.

TEXT BOOKS:

1. B.S. Grewal, "Higher Engineering Mathematics", 43rd edition, Khanna Publishers, 2015.
2. Ramakrishnan and Gehrke, "Database Management systems", 3rd Edition, McGraw Hill Publications, 2003.
3. Kenneth N. Berk, Carey, "Data Analysis with Microsoft Excel", S. Chand & Company, 2004.
4. Erwin Kreyszig, "Advanced Engineering Mathematics", 9th edition, Wiley Publications, 2013.

REFERENCE BOOKS:

1. B.V. Ramana, "Higher Engineering Mathematics", 19th edition, Tata McGraw Hill Publications, 2013.
2. Seymour Lipschutz, John J. Schiller, "Schaum's Outline of Introduction to Probability and Statistics", McGraw Hill Professional, 1998.

JOURNALS/MAGAZINES:

1. <https://www.journals.elsevier.com/computational-statistics-and-data-analysis>
2. <https://www.springer.com/journal/41060>International Journal on Data Science and Analytics
3. <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=8254253>IEEE Magazine on Big data and Analytics

SWAYAM/NPTEL/MOOCs:

1. Excel Skills for Business: Essentials, Macquarie University (<https://www.coursera.org/learn/excel-essentials>)
2. SQL for Data Science, University of California, Davis (<https://www.coursera.org/learn/sql-for-data-science>)
3. Data Science Math Skills, Duke University (<https://www.coursera.org/learn/datasciencemathskills>)
4. <https://www.edx.org/course/subject/data-science>
5. https://onlinecourses.nptel.ac.in/noc19_cs60/preview
6. Mastering Data Analysis in Excel - <https://www.coursera.org/learn/analytics-excel>.

SELF-LEARNINGEXERCISES:

1. Relational database management system.
2. Advanced MS-Excel

Course Title	Basics of Electrical and Electronics Engineering				Course Type	HC		
Course Code	B22EE0101	Credits	3		Class	I Semester		
	LTP	Credits	Cont act	Work	Total Number of Classes		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practice	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW

Basic Electrical & Electronics Engineering covers basic concepts of electrical engineering and electromagnetism. This course introduces the student to the working AC and DC Machines. It also helps the student to understand the basics in digital electronics by applying the knowledge of logic gates and learning the applications of diodes in rectifiers, filter circuits. Further, it has a self-learning component on BJT's.

COURSE OBJECTIVES

The objectives of this course are to:

- 1) Explain and to make the students familiar about the basics of Electrical Circuits.
- 2) Illustrate the basics of magnetic circuits and construction, working principle of DC machines, Transformers.
- 3) Illustrate the characteristics of Diodes and their applications.
- 4) Discuss the characteristics and applications of BJT's.
- 5) To familiarize the students about Number systems.
- 6) To validate the logical expressions using Boolean algebra.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO #	Course Outcomes	POs	PSOs
CO -1	Summarize the basics of electrical engineering terminology and the usage.	1-2	1
CO -2	Apply KCL and KVL to Solve Electrical Circuits		
CO -3	Demonstrate the working principle of DC Machines and Transformers and provide applications of DC Machines, Transformers.	1-2,4	1
CO -4	Analyze the characteristics of PN junction diode, Zener diode and their application	1-2,4	1
CO -5	Analyze the working principle and characteristics in three configurations of BJT	1-2	1
CO -6	Apply the concept of Number system and Arithmetic operations in digital system	1-2	1

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS O 1	PSO2	PSO3
CO-1	3	1											1		
CO-2	3	3		2									1		
CO-3	3	2		2									1		
CO-4	3	3											1		
CO-5	3	2											3		
CO-6	3	2	3										3		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY

Contents

UNIT – 1

Introduction to Electrical Engineering: Basics of DC Circuits: Ohms law, Kirchhoff's Current Law, Kirchhoff's Voltage law, Numerical examples as applicable. Basics of AC Circuits: Sinusoidal voltage and currents, Magnitude and phase, polar and rectangular representation, RL, RC and RLC series and parallel circuits, power factor, phasor diagrams, three phase AC –types of three phase connection (star and delta), Comparison between single phase and three phase AC, Numerical examples as applicable.

UNIT – 2

Magnetic Circuits and Electrical Machines: Magnetic Circuits: Definition of magnetic circuit and basic analogy between electric and magnetic circuits, Faradays laws, permittivity, permeability, EMF, MMF equations, Reluctance. Electrical machines: DC Generator, DC Motors, Transformers - Principle of operation, Construction and EMF equations, types and applications. Induction motor: Concept of RMF, Working principle, types and applications Numerical examples as applicable

Unit-3

Semiconductor Diodes and Transistors: Semiconductor Diodes :P-N junction diode, V-I Characteristics, Half-wave rectifier, Full-wave rectifier, Bridge rectifier, Capacitor filter circuit, Zener diode voltage regulators, Clipping and clamping circuit, Numerical examples as applicable.

Transistors: Bipolar junction Transistors BJT configuration: BJT Operation, Common Base, Common Emitter and Common Collector, Characteristics, Numerical examples as applicable.

Unit-4

Digital Electronics and Number System: Introduction, Switching and Logic Levels, Digital Waveform. Number Systems and its conversions: Decimal Number System, Binary Number System, Octal Number System, Hexadecimal Number System. Binary addition, Binary subtraction. Boolean Algebra Theorems, De Morgan's theorem. Digital Circuits: Logic gates, Algebraic Simplification, Realization of all logic and Boolean expressions.

TEXT BOOKS

1. Nagrath I.J. and D. P. Kothari, "Basic Electrical and Electronics Engineering", Second Edition Tata McGraw Hill, 2020.
2. Hayt and Kimberly, "Engineering Circuit Analysis", 8th Edition, Tata McGraw Hill, 2013.
3. Kulshreshtha D.C., "Basic Electrical Engineering", Second Edition, Tata McGraw Hill, 2019.
4. David A. Bell, "Electronic Devices and Circuits", Oxford University Press, 5th Edition, 2008.
5. D.P. Kothari, I. J. Nagrath, "Basic Electronics", Second Edition, McGraw Hill Education (India) Private Limited, 2017.

REFERENCE BOOKS

1. Hughes, "Electrical Technology", International Students 9th Edition, Pearson, 2005.
2. Robert L. Boylestad and Louis Nashelsky, "Introduction to Electricity, Electronics and Electromagnetics" Prentice Hall, 5th edition, 2001

SWAYAM/NPTEL/MOOCs

1. <https://nptel.ac.in/courses/108108076>
2. <https://nptel.ac.in/courses/108101091>
3. <https://www.udemy.com/course/basic-electrical-engineering-part-1>

Course Title	Elements of Civil Engineering and Engineering Mechanics				Course Type		HC	
Course Code	B20ED0101	Credits	3		Class		I Semester	
	LTP	Credits	Contact	Work	Total Number of Classes		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-				
	Practice	-	-	-	Theory	Practical	CIE	SEE
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course introduces the students to basic concepts of Engineering Mechanics, which are essential for all Engineers. The course familiarizes students shall be learning about mechanical interaction between bodies. That is, we will learn how different bodies apply forces on one another and how they then balance to keep each other in equilibrium, and forces and types of forces, centroid and moment of inertia Students will learn about basic concept of forces, force systems, beams, trusses, properties of geometric shapes.

COURSE OBJECTIVE (S):

The objectives of this course are to

1. Understand a broad concept of Engineering Mechanics.
2. Enable students to apply fundamentals and basic concepts of rigid body mechanics to solve problems of bodies in rest.
3. Enable the students to apply conditions of static equilibrium to analyze physical system of coplanar forces.
4. Analyze the civil engineering structures namely determinate beams and trusses.
5. Provide an overview of centroid and moment of inertia of plane area
6. Understand the concept of dynamics and fluid mechanics in civil engineering.

COURSE OUTCOMES (COs)

After completion of this course, the students will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand basics of mechanics related to Particle, Continuum and Rigid body; Forces, Couple & moment of couple.	1,2	2
CO2	Compute the resultant of system of forces in plane and space acting on bodies.	1,2,5	2,4
CO3	Analyze civil engineering structures using static equilibrium conditions.	1,2,3,4,5	2,4
CO4	Compute the reactions developed at the supports of beams and member forces of trusses.	1,2,3,4,5	2,4
CO5	Determine the centroid and moment of inertia of different geometrical shapes.	1,2,3,4,5	2,4
CO6	Solve the engineering problems using dynamic equilibrium condition.	1,2,3,4,5	2,4

BLOOM'S LEVEL OF THE COURSE OUTCOME

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	✓	✓				
CO2	✓	✓	✓	✓	✓	
CO3	✓	✓	✓	✓	✓	
CO4	✓	✓	✓	✓	✓	
CO5	✓	✓	✓	✓	✓	
CO6	✓	✓	✓	✓	✓	

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	3	3												1		
CO2	3	3			1									3		1
CO3	3	3	1	1	3									3		3
CO4	3	3	2	1	3									3		3
CO5	3	3	2	1	3									3		2
CO6	3	3	1	1	3									3		3

Note: 1-Low, 2-Medium, 3-High

Contents
Unit-1 Introduction to Civil Engineering: Scope of Civil Engineering. Effect of the infrastructural facilities on socio-economic development of a country. Introduction to Engineering Mechanics: Basic idealizations; Force and its characteristics, Force System and its classification, Principle of superposition of forces, Principle of transmissibility of forces, Moment of a force, couple, moment of a couple, characteristics of couple, Equivalent force - couplesystem (theory only). Analysis of Force Systems: Resolution of forces, Composition of forces - Definition of Resultant, Composition of coplanar -concurrent force system, Parallelogram Law of forces.
Unit-2 Analysis of Force system: Composition of coplanar - non- concurrent force system, Varignon's principle of moments; Numerical problems on composition of coplanar concurrent and non-concurrent force systems. Equilibrium of Coplanar Forces: Definition of static equilibrium, Conditions of static equilibrium for different coplanar force systems, Concept of Free Body Diagram and Lami's theorem with problems.
Unit-3 Centroid: Introduction to the concept, Centroid of plane figures, Locating the centroid of rectangle, triangle and semicircle using method of integration, Centroid of composite sections; Numerical problems. Moment of Inertia: Introduction to the concept, polar moment of inertia, Radius of gyration, Perpendicular axis theorem and Parallel axis theorem, Moment of Inertia of rectangle, circle, semi-circle and triangle from method of integration, Moment of inertia of composite areas: Numerical problems.
Unit-4 Analysis of structures: Types of beams, loads, support and problems on beams. Plane trusses: Method of joints with numerical. Introduction to Dynamics: Introduction to Kinematics and Kinetics, Rectilinear motion: uniform motion, uniformly accelerated motion, motion under gravity, Concept of Dynamic Equilibrium with problems. Introduction to Fluid Mechanics: Introduction, method of describing fluid motion, definitions of types of fluid flow, stream line, path line and stream tube.

Text Books:

1. T R Jagadeesh, "Elements of Civil Engineering", Sapna book house
2. BK Kolhapure, "Elements of Civil Engineering", Eastern Book Promoters
3. M.N. Shesha Prakash and Ganesh.B. Mogaveer, "Elements of Civil Engineering and Engineering Mechanics", PHI Learning, 3rd Revised edition.
4. Engineering Mechanics by RS Khurmi, S Chand and Company.
5. Fluid Mechanics by P.N. Modi and R.K. Bansal.

Reference Books:

1. A. Nelson, "Engineering Mechanics-Statics and Dynamics", Tata Mc-Graw Hill Education Private Ltd, New Delhi, 2009
2. S. S. Bhavikatti, "Elements of Civil Engineering", New Age International Publisher, New Delhi, 3rd edition 2009.
3. Hydraulics and Fluid Mechanics Including Hydraulics Machines by Dr. P.N. MODI & S.M. SETH (Author), Standard Book House Since 1960.

Course Title	Computer Aided Engineering Drawing				Course Type		HC	
Course Code	B22ME0101	Credits	3		Class		I Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	2	2	2				
	Tutorial	-	-	-	Theory	Practical	IA	SEE
	Practice	1	2	2				
	Total	3	4	4	28	28	50 %	50 %

COURSE OVERVIEW

Engineering Graphics or Drawing is known as language of engineers. All phases of engineering process require the conversion of new ideas and design concepts into the basic line language of graphics. There are many areas such as civil, mechanical, electrical, architectural, computer, electronics and industrial applications where knowledge and skills of the drawing play major roles in the design and development of new products or construction. This course emphasizes on orthographic projection of point, line, plane surfaces and solids. It also provides knowledge about representing the object in terms of 3D view and also development of the objects.

COURSE OBJECTIVES

The objectives of this course are to

1. Introduce the concepts like dimensioning, conventions and standards of engineering drawings in order to become professionally efficient.
2. Enable students to learn about the software tool for preparing engineering drawings
3. Teach the concepts and principles of orthographic projections, development of lateral surfaces and isometric projection of simple solids.
4. Communicate the concepts/ideas through the language of technical drawing and sketching.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO	Course Outcomes	POs	PSOs
CO1	Draw orthographic projection of point, line manually and also by using CAD software.	1,2,5,10	1
CO2	Draw orthographic projection of plane surfaces manually and also by using CAD software.	1,2,5, 10	1
CO3	Draw orthographic projection of simple solids manually and also by using CAD software.	1,2,5, 10	1
CO4	Draw sectional views of prisms, pyramids, cone and cylinder manually and also by using CAD software.	1,2,5, 10	1
CO5	Draw the development of lateral surfaces of the solids manually and also by using CAD software.	1,2, 3,5,10	1
CO6	Create isometric view of the solids manually and also by using CAD software.	1,2,3,5,10	1

COURSE ARTICULATION MATRIX

CO / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1			2					3			3		
CO2	3	2			2					3			3		
CO3	3	2			2					3			3		
CO4	3	2			2					3			3		
CO5	3	2	2		2					3			3		
CO6	3	1	2		2					3			3	CO6	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

Contents
Unit-1 Introduction – Geometrical constructions, engineering drawing standards, Introduction to CAD Software. Points, Line and Plane Surface: Orthographic projection of points in first and third Quadrant only. Orthographic projection of straight lines inclined to both horizontal and vertical planes. Orthographic projection of regular plane surfaces when the surface is inclined to both HP and VP.
Unit-2 Solids: Orthographic projection of regular solids like prisms, pyramids cone and cylinder when the axis is inclined to both HP and VP.
Unit-3 Sections of solids: Drawing sectional views and true shape of section, Development of Lateral Surfaces of Solids: Parallel line method for prisms and cylinders, Radial line method for pyramids and cones
Unit-4 Isometric Projections: Isometric projections of simple and combined solids.

PRACTICE:

Sl. No	Practice	Tools and Techniques	Expected Skill /Ability
1.	Use of solid edge software and familiarization of tools	Solid Edge Software	Use of commands to draw the drawings
2.	Draw the projection of point locating in first and third quadrant	Solid Edge Software	Analysing and software skill
3.	Draw the projection of lines locating in first quadrant	Solid Edge Software	Draw the views of the line and software skill
4.	Draw the projection of rectangular and pentagonal lamina inclined to both HP and VP	Solid Edge Software	analysing and software skill
5.	Draw the projection of hexagonal and circular lamina inclined to both HP and VP	Solid Edge Software	analysing and software skill
6.	Draw the projection of prisms inclined to both HP and VP	Solid Edge Software	Interpretation and software skill
7.	Draw the projection of pyramids inclined to both HP and VP	Solid Edge Software	Interpretation and software skill
8.	Draw the projection of cone and cylinder inclined to both HP and VP	Solid Edge Software	Interpretation and software skill
9	Draw the projection of section of solids in simple position	Solid Edge Software	Analysing and Software Skill
10	Develop the lateral surface of prisms and cylinder	Solid Edge Software	Creative and Software Skill
11	Develop the lateral surface of pyramids and cone	Solid Edge Software	Creative and Software Skill
12	Draw the isometric projection of simple plane surface and simple solids	Solid Edge Software	Analysing and software skill
13	Draw the isometric projection of two co-axial solids	Solid Edge Software	Analysing and software skill

TEXT BOOKS

1. K S Narayanswamy and Mahesh L, "Engineering Drawing", WILEY Publishers, 1st Edition, 2017.
2. K. R. Gopalakrishna and Dr. M S Reddy, "Engineering Graphics-1", Subhas Publications, 2015.
3. Bhatt N.D., Panchal V.M and Ingle P.R, "Engineering Drawing", Charotar Publishing House Pvt. Ltd, 53rd Edition, 2019.

REFERENCE BOOKS

1. Luzadder and Duff, "Fundamental of Engineering Drawing", Printice Hall of India Pvt. Ltd. 11th Edition, 2001.
2. Shah, M.B. and Rana B.C., "Engineering Drawing and Computer Graphics", Pearson Education, 2008.

SWAYAM/NPTEL/MOOCs

1. <https://nptel.ac.in/courses/112/103/112103019/>
2. <https://www.udemy.com/course/ed/>

Course Title	Physics for Computer science Lab				Course Type		FC	
Course Code	B22AS0109	Credits	1		Class		I Semester	
Course Structure	LTP	Credits	Contact Hours	Workload	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practice	1	2	2				
	Total	1	2	2	0	28	25%	25%

COURSE DESCRIPTION:

Engineering Physics is very important and necessary basic subject for all branches of engineering students. It provides the fundamental knowledge of basic principles of Physics which is required for basic foundation in engineering education irrespective of branch. This course introduces the experimental concepts of Physics and its applications to Computer Science Engineering courses by emphasizing the following concepts: electrical properties, semiconductor physics, dielectrics, and optical properties. This course provides This course provides basic understanding about the working of different electronic components. This course also teaches students to simulate the working of some electronic components.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Demonstrate the principles covered in your study material in physics.
2. Provide familiarity with apparatus and enable them to handle the instruments and apparatus with purpose.
3. Identify the process to study conditions for a given experiments.
4. Develop an attitude of perfection in practical tasks.
5. Simulate the working of different electronic components using mobile or a computer.

COURSE OUTCOMES (COs)

After the completion of the course the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Constructing simple circuits and perform experiments to study voltage-current response.	1, 2,3 4	1,2,3
CO2	Determine the band gap of a semiconducting material.	1,2, 3,5	2, 3
CO3	Determine the dielectric constant of the material.	2,3, 4, 8,	1, 2, 3
CO4	Analyze the response of the circuit by combining the electrical/electronic components.	2,3, 4,8,	1, 2, 3
CO5	Determine particle size of the powder and wavelength of the LASER.	1 to 5	1, 2, 3
CO6	Simulate the working of electronic circuits	1 to 5, 8 to 10	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply(L3)	Analyze(L4)	Evaluate(L5)	Create(L6)
CO1						✓
CO2			✓	✓		
CO3			✓	✓		
CO4			✓	✓	✓	✓
CO5				✓	✓	
CO6			✓	✓	✓	✓

COURSE ARTICULATION MATRIX

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2						3	3			1		
CO2	3	3	2						3	3			2		
CO3	3	2							3	3			1		
CO4	3	2		2					3	3			1		
CO5	3	2							3	3			2		
CO6	3	2				2			3	3			1		

List of Experiments

No	Title of the Experiment	Tools and Technics	Expected Skill/Ability
1	Determine the value of Planck's constant using LEDs.	LED's, voltmeter and power-supply, Planck's constant apparatus set up, patch cards	Circuit construction and mathematical calculations
2	Study the i-v characteristics of a Zener diode.	Zener diode, DC supply, Ammeters and voltmeters	Circuit construction and mathematical calculation, graph plotting
3	Study the i-v characteristics of a "nnp" Transistor in common emitter configuration.	Transistor, DC supply, Ammeters and voltmeters.	Circuit construction, Perform, and plotting of data.
4	Study the i-v characteristics of a Photo Diode.	Photo diode, LED light source, DC supply, Ammeters and voltmeters	Circuit construction, Perform, and plotting of data
5	Determine the electrical resistivity by 4-probe method	4 probe set up, ammeter, voltmeter, heater,	Circuit construction, Perform, and plotting of data
6	Determine the resonance frequency and quality factor of the given LCR connected in a) Series & b) Parallel.	Signal generator, inductor, capacitor, resistor and ameter	Circuit construction, Perform, and plotting of data
7	Determine numerical aperture of the given optical fiber.	Diode laser, digital dc micrometer two OFC (1.5m & 2.5m), optical sensor	Circuit construction, Perform, and plotting of data
8	Calculate the particle size by forming diffraction haloes using LASER.	Lycopodium Powders, glass plate, diode laser, screen	Circuit construction, Perform, and plotting of data
9	Determine the dielectric constant by the method of charging and discharging of a capacitor	Capacitor, timer, voltmeter	Circuit construction, Perform, and plotting of data
10	Determine of wavelength of the light emitted by the given LASER using a grating.	Diode laser, grating, screen	Circuit construction, Perform, and plotting of data

Part B: Demo and Simulation.

N o	Title of the Experiment	Tools and Technics	Expected Skill/Ability
1	Calculate the band gap of the material of the given semiconductor component.	Beaker with hot water, thermometer, component and multimeter	Circuit construction, Perform, and plotting of data
2	Verify Stefan's law of black body radiation.	Incandescent bulb, ammeter and voltmeter	Circuit construction, Perform, and plotting of data
3	Simulate the characteristics of simple electronic components (Resistor, Diode, Zener Diode, Transistor, Tunnel diode, LCR and JFET)	Everycircuit (android app) Tina (Online simulator)	Visualize, simulate and analyse

Text Books

1. M.N. Avadhanulu and P.G. Kshirsagar, "A Text book of Engineering Physics", S. Chand & Company Ltd, New Delhi, 10th revised Ed
2. Gaur and Gupta, "Engineering Physics", Dhanpat Rai Publications 2017

REFERENCE BOOKS:

1. Arthur Beiser, "Concepts of Modern Physics", Tata McGraw Hill Edu Pvt Ltd- New Delhi, 6 th Ed 2006
2. S O Pillai, "Solid State Physics", New Age International Publishers, 8th Ed
3. S M Sze, Physics of Semiconductor devices, Wiley, 2004

Course Title	Data Science Lab				Course Type		HC	
Course Code	B22CS0108	Credits	1		Class		I Semester	
Course Structure	LTP	Credits	Contact Hours	Workload	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practice	1	2	2	Theory	Practical	CIE	SEE
	Total	1	2	2	0	28	25%	25%

COURSE DESCRIPTION:

Data Science is an interdisciplinary, problem-solving oriented subject that is used to apply scientific techniques to practical problems. The course orients on preparation of datasets and programming of data analysis tasks. This course covers the topics: ML algorithms, SQL and demonstration of experiments by using MS-Excel and MySQL.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Explain the fundamental concepts of Excel.
2. Explain the algorithms of Machine learning.
3. Demonstrate the use of SQL commands in real world applications.
4. Discuss the functional components of Data Science for real world applications.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Make use of the concepts of Microsoft Excel in developing the real-world applications.	1, 2, 4,10	1,2,3
CO2	Apply the SQL Queries in developing the real-world applications.	1,2, 3,9,10	2, 3
CO3	Build the solutions for real world problems, perform analysis, interpretation and reporting of data using regression algorithms.	2,3, 4, 8,9, 10	1, 2, 3
CO4	Design ER diagrams for database.	2,3, 4,8, 9, 10	1, 2, 3
CO5	Illustrate modeling in Multiple Linear Regression.	1 to 5, 8 to 10	1, 2, 3
CO6	Demonstrate the Logistic Regression to predict the Data.	1 to 5, 8 to 10	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			✓			
CO2			✓			
CO3			✓	✓		
CO4			✓	✓	✓	✓
CO5		✓				
CO6			✓			

COURSE ARTICULATION MATRIX

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2			1	3	3			3	3	3
CO2	2	2	2	2	2			1	3	3			3	3	3
CO3	3	3	2	2	2			1	3	3			3	3	3
CO4	3	3	3	2	2			1	3	3			3	3	3
CO5	3	3	3	2	2			1	3	3			3	3	3
CO6	3	3	3	2	2			1	3	3			3	3	3

Practice:

No	Title of the Experiment	Tools and Technics	Expected Skill/Ability																																	
1	The height (in cm) of a group of fathers and sons are given below, Find the lines of regression and estimate the height of son when the height of father is 164 cm. <table><tr><td>Hgt of</td><td>158</td><td>166</td><td>163</td><td>165</td><td>167</td><td>170</td><td>167</td><td>172</td><td>177</td><td>181</td></tr><tr><td>Father Hgt of</td><td>163</td><td>158</td><td>167</td><td>170</td><td>160</td><td>180</td><td>170</td><td>175</td><td>172</td><td>175</td></tr><tr><td>Son</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>	Hgt of	158	166	163	165	167	170	167	172	177	181	Father Hgt of	163	158	167	170	160	180	170	175	172	175	Son											MSEXcel	Create and perform operations on Excel data set by applying Linear regression
Hgt of	158	166	163	165	167	170	167	172	177	181																										
Father Hgt of	163	158	167	170	160	180	170	175	172	175																										
Son																																				
2	Using the data file DISPOSABLE INCOME AND VEHICLE SALES, perform the following: i) Plot a scatter diagram. ii) Determine the regression equation. iii) Plot the regression line (hint: use MS Excel's Add Trend line feature). iv) Compute the predicted vehicle sales for disposable income of \$16,500 and of \$17,900. v) Compute the coefficient of determination and the coefficient of correlation	MS Excel	Perform prediction and visualization of data																																	

3	Managers model costs in order to make predictions. The cost data in the data file INDIRECT COSTS AND MACHINE HOURS show the indirect manufacturing costs of an ice-skate manufacturer. Indirect manufacturing costs include maintenance costs and setup costs. Indirect manufacturing costs depend on the number of hours the machines are used, called machine hours. Based on the data for January to December, perform the following operations. i) Plot a scatter diagram. ii) Determine the regression equation. iii) Plot the regression line (hint: use MS Excel's Add Trend line feature). iv) Compute the predicted indirect manufacturing costs for 300 machine hours and for 430 machine hours. v) Compute the coefficient of determination and the coefficient of correlation.					MSExcel	Perform prediction and visualization of data
4	Apply multiple linear regression to predict the stock index price which is a dependent variable of a fictitious economy based on two independent / input variables interest rate and unemployment rate.					MS Excel	Perform prediction and visualization of data
	Year	Month	Interest rate	Un employment rate	Stock index price		
	2022	10	2.75	5.3	1464		
5.	Calculate the total interest paid on a car loan which has been availed from HDFC bank. For example, Rs.10,00,000 has been borrowed from a bank with annual interest rate of 5.2% and the customer needs to pay every month as shown in table below. Calculate the total interest rate paid for availed of Rs.10, 00,000 during 3 years.					MS Excel	Create Excel data and perform EMI estimator
6	Create a supplier database of 10 records with SUPPLIER_ID as primary key, SUPPLIER_NAME, PRODUCTS, QUANTITY, ADDRESS, CITY, PHONE_NO and PINCODE, Where SUPPLIER_NAME,PRODUCTS, QUANTITY and PHONE_NO should not be NULL.					SQL	Creating Tables
7	Create the customer database of a big Market with CUSTOMER_ID as primary key, CUSTOMER_NAME, PHONE_NO, EMAIL_ID, ADDRESS, CITY and PIN_CODE. Store at least twenty customer's details where CUSTOMER_NAME and PHONE_NO are mandatory and display the customer data in alphabetical order.					SQL	Creating and retrieving Tables
8	Apply the linear regression, compare the average salaries of batsman depending on the run rate scored/ recorded in the matches. Assume your own database.					MS Excel	Apply Linear regression
9	Apply Multiple linear regression to predict the factory products which is A, B and C are independent variables and cost dependent variable.					MS Excel	Apply Linear regression
10	Logistic Regression-case study					MS Excel	Apply Logistic regression
1 1	Design the ER diagram and create schema of the REVA library Management system.					Entity Relationship	Entity Relationship

1 2	Design the ER diagram and create schema for Hospital Management system.	Entity Relationship	Schema design

PART_B: Projects

No	Title of the Experiment	Tools and Technics	Expected Skill/Ability
1	Big Mart sales forecasting	MSExcel	Apply Linear regression
2	Bangalore crime analysis	MSExcel	Apply Linear regression

TEXT BOOKS:

1. B.S. Grewal, "Higher Engineering Mathematics", 43rd edition, Khanna Publishers, 2015.
2. Ramakrishnan and Gehrke, "Database Management systems", 3rd Edition, McGraw Hill Publications, 2003.
3. "Mastering Data Analysis in Excel" - <https://www.coursera.org/learn/analytics-excel>.
4. Kenneth N. Berk, Carey, "Data Analysis with Microsoft Excel", S. Chand & Company, 2004.

REFERENCE BOOKS:

1. B.V. Ramana, "Higher Engineering Mathematics", 19th edition, Tata McGraw Hill Publications, 2013.
2. Erwin Kreyszig, "Advanced Engineering Mathematics", 9th edition, Wiley Publications, 2013.
3. Seymour Lipschutz, John J. Schiller, "Schaum's Outline of Introduction to Probability and Statistics", McGraw Hill Professional, 1998.

JOURNALS/MAGAZINES:

1. <https://www.journals.elsevier.com/computational-statistics-and-data-analysis>
2. <https://www.springer.com/journal/41060> International Journal on Data Science and Analytics
3. <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=8254253> IEEE Magazine on Big data and Analytics

Sl.no	A	B
1	Principal	Rs.10,00,000
2	Annual interest rate	5.2%
3	Year of the loan	3
4	Starting payment number	1
5	Ending payment number	36
6	Total interest paid during period	?

Course Title	Basics of Electrical and Electronics Lab				Course Type		HC	
Course Code	B22EE0102	Credits	1		Class		I Semester	
Course Structure	LTP	Credits	Contact	Work	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-	Theory	Practical	CIE	SEE
	Tutorial	-	-	-				
	Practice	1	2	2				
	Total	1	2	2	-	28	25%	25%

COURSE OVERVIEW

Basic Electrical & Electronics Engineering lab covers the concept of various types of electrical apparatus, tools and conduction of experiments to Analyze, Design of KCL & KVL, two-way switch or staircase wiring, Determination of VI characteristics Zener Diode, Silicon Diode, Half Wave rectifier using Diode, study & analyses of Lead & lag component, verification of logic gates.

COURSE OBJECTIVES

The objectives of the course are to

1. Establish a broad concept of various types of electrical apparatus, tools and instrumentation.
2. Provide hands on experience with electrical apparatus and electrical safety norms.
3. Train students to read and understand schematics so as to make electrical connection for different appliances.
4. Train students in collecting and interpreting experimental data.
5. Enhance written skills of students.

COURSE OUTCOMES (CO'S)

On successful completion of this course; the student shall be able to:

CO#	Course Outcomes	PO's	PS O's
CO-1	Use appropriate electrical tools for electrical connections and repair of electrical equipment's.	1,2,4,5,9,10	1
CO-2	Recognize various symbols in a schematic and make connection as per the Schematic	1,2,9,10	1
CO-3	List out various safety procedures	4,5,9,10	1
CO-4	Make use of various measuring instruments to collect experimental data	2,4,9,10	1
CO-5	Analyse the results obtained from experiments.	2,3,9,10	1
CO-6	Demonstrate the ability to critically evaluate the performance of electrical appliances.	1,2,9,10	1

COURSE ARTICULATION MATRIX

CO#/ POs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PO 13	PO 14	PS 1	PS 2	PS 3	PS 4
CO-1	3	3		3	3				3	3					1			
CO-2	3	3							3	3					1			
CO-3				3	3				3	3					1			
CO-4		3		3					3	3					1			
CO-5		3	2						3	3								
CO-6	3	2							3	3								

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

List Experiment

Sl. No	Name of the Practice Session	Tools and Techniques	Expected Skill /Ability
1	To verify KCL and KVL	Measuring instruments (Ammeter, Multimeter, CRO) and design equations	Design and circuit debugging. Working in a team
2	Study and Analysis of Lead & Lag networks by using R-C components.	Measuring instruments (Ammeter, Multimeter, CRO) and design Equations	Design and circuit debugging. Working in a team
3	Two-way switch/ staircase wiring. To study & verify the connection procedure for two-way switch or staircase wiring	Two-way switch or staircase wiring Kit	Connection, Working & application of Two-way switch
4	Study and analysis the Characteristics: light sensor and temperature sensor	Sensor kit	Characteristics of sensors
5	Study and analysis of V-I Characteristics of Zener PN Junction diodes (Both Forward and Reverse Characteristics).	VI characteristics of Zener Diode kit	VI characteristics of Zener Diode
6	Study and analysis of Transistor as switch	Measuring instruments (Ammeter, Multimeter, CRO) and design Equations	Design and circuit debugging. Working in a team
7	Design half wave, Full wave-center tap and Bridge rectifier with and without capacitive filter and measure efficiency and ripple factor.	Rectifier kit	Determine the efficiency, Voltage regulation, ripple factor of rectifiers
8	Design of Clippers and clippers with reference voltages	Measuring instruments (Ammeter, Multimeter, CRO) and design equations	Design and circuit debugging. Working in a team
9	Study and analysis of input output characteristic of CE configuration of BJT.	Characteristics of BJT in Common Emitter Configuration	Input & Output Characteristics of BJT
10	Verification of basic logic gates using discrete components	Trainer kit	Universal gates will be realized using basic gates

Demo:

1. To Study the importance of Earthing during accidental shorting of line wire and the body of equipment.
2. To study the Importance and mechanism of MCB.

TEXT BOOKS

1. Nagrath I.J. and D. P. Kothari, "Basic Electrical Engineering", Third Edition Tata McGraw Hill, 2009.
2. Hayt and Kimberly, "Engineering Circuit Analysis", 8th Edition, Tata McGraw Hill, 2013.
3. Kulshreshtha D.C., "Basic Electrical Engineering", Tata McGraw Hill, 2009.
4. Rajendra Prasad, "Fundamentals of Electrical Engineering", Prentice Hall, India, 2009.

REFERENCE BOOKS

1. Theodore Wildi, "Electrical Machines, Drives, and Power, 5th Systems", Pearson Edition, 2007.
2. Hughes, "Electrical Technology", International Students 9th Edition, Pearson, 2005.

SWAYAM/NPTEL/MOOCs

1. <https://nptel.ac.in/courses/108108076>
2. <https://nptel.ac.in/courses/108101091>
3. <https://www.udemy.com/course/basic-electrical-engineering-part-1>

II Semester (Chemistry Cycle)

Sl. No	Course Code	Title of the Course	HC/FC/ SC/OE /MC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0203	Probability and Statistics	FC	3	0	0	3	3	50	50	100	BSC
2	B22AS0104	Engineering Chemistry	FC	3	0	0	3	3	50	50	100	BSC
3	B22AH0103	Communication Skills	FC	0	0	1	1	2	25	25	50	HSMC
4	B22CI0104	Programming with C	HC	3	0	0	3	3	50	50	100	ESC
5	B22ME0103	Elements of Mechanical Engineering	HC	3	0	0	3	3	50	50	100	ESC
6	B22EN0101	IoT and Applications	HC	1	0	1	2	3	50	50	100	ESC
7	B22ME0102	Design Thinking	HC	1	0	1	2	3	50	50	100	ESC
8	B22AS0105	Engineering Chemistry Lab	FC	0	0	1	1	2	25	25	50	BSC
9	B22CI0108	Programming with C Lab	HC	0	0	1	1	2	25	25	50	ESC
10	B22ME0104	Engineering Workshop	HC	0	0	1	1	2	25	25	50	ESC
11	B22CS0201	Skill Development Course-1	SDC	0	0	2	2	4	50	50	100	SDC
12	B22AS0208	Tree Plantation in Tropical Region: Benefits and Strategic Planning	FC	1	0	0	1	2	25	25	50	HSMC
TOTAL				15	0	8	23	32	475	475	950	
TOTAL SEMESTER CREDITS					23							
TOTAL CUMULATIVE CREDITS					44							
TOTAL CONTACT HOURS					32							
TOTAL MARKS					950							

Title	Probability and Statistics				Course Type		FC	
Course Code	B22AS0203	Credits	3		Class		II semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50%	50%

COURSE OVERVIEW:

The course Probability and Statistics for Computer Science treats the most common discrete and continuous distributions, showing how they find use in decision and estimation problems, and constructs computer algorithms for generating observations from the various distributions. Probability in the design and analysis of randomized algorithms. Common randomized algorithms are things like Quicksort and Quick select. Probabilistic method can also useful to prove various important results. Probabilistic methods used to prove some partition theorems that were then used to create efficient data structure.

COURSE OBJECTIVE (S):

1. Describe Curve fitting and regression in various problems in Computer Science and engineering fields.
2. Illustrate the applications of Probability and statistics in various computer science and engineering Fields like datamining, classification problems etc
3. Discuss Sampling theory concepts to solve various engineering problems like structured and unstructured data models
4. Demonstrate Stochastic problem as Markov model as a problem-solving methods for systematic model buildings.

COURSEOUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO-1	Solve the problems of Curve fitting and regression in various problems in Computer Science and Engineering fields.	1,2,4	1
CO-2	Apply the concepts of Probability and statistics in various computer science engineering fields like data mining, classification problems	1,2,4	1
CO-3	Develop a stochastic problem as Markov model as a problem solving methods for systematic model buildings.	1,2,4	1
CO-4	Make use of sampling theory concepts to solve various engineering problems like structured and unstructured data models.	2,3,4	1
CO-5	Use Discrete time Markov chain to model computer systems.	1,2,4	1
CO-6	Analyse queuing models using queuing theory.	1,2,4	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3
CO1	3	3		1									3		
CO2	3	3		1									3		
CO3	3	3		1									2		
CO4		3		1									1		
CO5	2			1									1		
CO6		3		1									2		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT THEORY

Contents
UNIT – 1 Curve Fitting: Curve fitting by the method of least squares and fitting of the curves of the form, $y = ax + b$, $y = ax^2 + bx + c$, $y = ae^{bx}$ and $y = axb$ Statistical Methods: Measures of central tendency and dispersion. Correlation-Karl Pearson's coefficient of correlation-problems. Regression analysis- lines of regression, problems. Rank correlation. Applications in computer science
UNIT – 2 Probability distributions: Recap of probability theory (definition, addition rule, multiplication rule, conditional probability). Random variables, Discrete and continuous probability distributions. Binomial, Poisson, exponential and normal distributions (Derivation of mean and variance for all distributions). Applications in computer science.
UNIT – 3 Joint Probability distribution: Joint Probability distribution for two discrete random variables (both discrete and continuous cases), expectation, covariance, correlation coefficient. Stochastic processes- Stochastic processes, probability vector, stochastic matrices, fixed points, regular stochastic matrices, Markov chains, higher transition probability-simple problems. Applications in computer science.
UNIT – 4 Sampling theory:-Sampling, Sampling distributions, standard error, test of hypothesis for means and proportions, confidence limits for means, student's t-distribution, Chi-square distribution as a test of goodness of fit. Applications in Computer Science. Introduction to queuing systems: Single queuing nodes, service disciplines, M/M/1 Queuing system.

TEXTBOOKS:

1. B.S. Grewal, "Higher Engineering Mathematics", 43rd edition Khanna Publishers, 2015.
2. Erwin Kreyszig, "Advanced Engineering Mathematics", 9th edition Wiley Publications, 2013.
3. Seymour Lipschutz, John J. Schiller., "Schaum's Outline of Introduction to Probability and Statistics", McGraw Hill Professional, 1998.

REFERENCEBOOKS:

1. B.V. Ramana, "Higher Engineering Mathematics", 19th Reprint edition, Tata McGraw Hill Publications, 2013.
2. R.K.Jain and S.R.K.Iyengar, "Advanced Engineering Mathematics", 4th edition, Narosa Publishing House, 2016.
3. V.Sundarapandian, "Probability, Statistics and Queueing theory", PHI Learning, 2009
4. Dr. B. Krishna Gandhi, Dr. T.K.V. Iyengar, Dr. M.V.S.S.N. Prasad & S. Ranganatham., "Probability and Statistics" S. Chand Publishing, 2015.
5. J. K. Sharma "Operations Research theory and applications", 5th edition, Macmillan publishers, 2013.

JOURNALS/MAGAZINES

1. <https://www.hindawi.com/journals/jps/>
2. <https://www.journals.elsevier.com/statistics-and-probability-letters>
3. <http://www.isoss.net/japs/>

SWAYAM/NPTEL/MOOCs:

1. <https://www.coursera.org/browse/data-science/probability-and-statistics>
2. <https://nptel.ac.in/courses/111/105/111105041/>
3. https://onlinecourses.swayam2.ac.in/cec20_ma01/preview

SELF-LEARNING EXERCISES:

1. Curve fitting for application problems, Regression analysis for a bivariate data.
2. Probability distribution- Geometric, gamma- distributions, Joint probability distribution of continuous random variables.
3. Sampling analysis of real time problems. Applications to computer science: Data mining, classification problems etc

Course Title	Engineering Chemistry				Course Type	FC		
Course Code	B22AS0104	Credits	3		Class	II Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50%	50%

COURSE OVERVIEW:

Engineering chemistry covers very relevant topics compatible with ECE, EEE and CSE students and make them aware of importance of various aspects of basic science in engineering. The subject of Engineering chemistry covers area of light and matter interaction, clean energy storage and conversion devices, corrosion phenomenon and control which is widely an interdisciplinary subject of discussion. Further the course focus on the chemistry of engineering materials, and various applications. This area of science is very much interdisciplinary in its nature and gives a platform for students to strengthen their engineering knowledge to enlighten on the energy conversion and storage devices, which have become very attractive field of research in engineering stream. The subject deals with various engineering materials, their properties and applications in the field of engineering.

COURSE OBJECTIVE (S):

The Engineering chemistry course is designed to fulfil the following objective;

1. It provide the basic knowledge on Interaction of light and matter to know the electronic transitions in materials and storage and conversion devices.
2. Corrosion and metal finishing, explains the phenomenon of corrosion and its Prevention. It also covers the importance of metal finishing in various industries and fabrication of PCB
3. Polymers are all about the properties of various polymeric materials and their Commercial significance. The chapter reveals about technical and commercial Importance of composite materials.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PS Os
CO1	Understand the phenomenon of light and matter interaction to study the materials	1,2,3	1
CO2	Demonstrate the electrochemical processes & illustrate the method of preparation of solar grade silicon.	1,2,3,7	1
CO3	Select different materials in controlling the corrosion & fabrication of printed circuit boards (PCB).	1,2,3,7	1
CO4	Illustrate the properties of polymers, nano materials, composite materials and their applications in various fields.	1,2,3	1
CO5	Know the doping in photovoltaic devices & applications of Jablonski energy diagram.	1,2,3,6	1
CO6	Use of promising materials for electrochemical energy storage and engineering, and environmental remedies.	1,2,3,7	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		✓				
CO2		✓		✓		
CO3		✓				
CO4		✓				
CO5		✓				
CO6		✓				

COURSE ARTICULATION MATRIX

CO#/ Pos	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS 01		PS
CO1	3	2	1										1		
CO2	2	1	1				1						1		
CO3	1	2	1				1						1		
CO4	3	2	1										1		
CO5	2	2	1			1							1		
CO6	3	2	1				1						1		

Note:1-Low,2-Medium,3-High

COURSE CONTENT

THEORY

Contents
UNIT-1 Light and Matter Interaction Electro-magnetic spectrum-Applications in Engineering, Interaction of EM radiation with matter, work function of matter, Electrons in matter. Bonding theories: MOT, Band structure of matters HOMO-LUMO. Photochemical and thermal reactions: Laws of photochemistry, quantum yield, high and low quantum yield reactions. Jablonski diagram – photo physical and photochemical processes, photo-sensitization, photo- polymerization and commercial application of photochemistry.
UNIT-2 Clean Energy Storage and Conversion Devices Introduction to electrochemistry, basic concepts of Batteries and characteristics. Classification: Primary (Dry cell, Li-MnO₂) and Secondary (Pb-acid, Li-ion) batteries. Super capacitors: classification, construction and applications in hybrid vehicles. Fuel cells: Alkaline fuel cells, Solid oxide fuel cells and phosphoric acid fuel cell. Photo-conversion devices: Photovoltaic cell and antireflective coating. Production of single crystal semiconductor by Crystal pulling technique (Czochralski technique), difference between single and polycrystalline materials, zone refining process of Si.

UNIT-3

Concepts of Corrosion

Thermodynamics and Kinetics of electrochemical corrosion – Theory for corrosion, galvanic series, thermodynamics aspects of corrosion reactions, Nernst equation, dry and wet corrosion and the cell formation, potential- pH diagram (Fe and Al), kinetics of corrosion reactions, Butler-Volmer equation, polarization, passivity, immunity.

Types of corrosion – Galvanic corrosion, pitting, crevice corrosion, and intergranular corrosion.

Corrosion measurements – Weight loss method, by tafel extrapolation plots. Corrosion control – Cathodic protection (Sacrificial anode and impressed current methods), Anodic protection. Protective coatings – Metal coatings (hot dip: tinning and galvanizing), spray techniques, role of inhibitors

UNIT-4

Chemistry of Engineering Materials

Polymer composites: Carbon fiber, Kevlar synthesis and applications, Conducting polymers: synthesis, electron transport mechanism and applications in poly acetylene and poly aniline. **Liquid crystals:** Introduction classification and applications in electronic display devices. **Nano materials:** Introduction, classification based on dimensionality, quantum confinement. Size dependent properties- surface area, magnetic properties (GMR phenomenon), and thermal properties. Synthesis, Properties and applications of Fullerenes, CNT and Graphene.

Sensors: Physical and chemical sensors, Biosensors for bio electronic applications.

Text Books:

1. Jain and Jain, "Engineering Chemistry", Dhanapat Rai Publications, 16th Edition, 2015.
2. SS Dara and SS Umare, "Engineering Chemistry", S. Chand Publications, 17th Edition, 2014.
3. R.V. Gadag&Nithyananda Shetty, "Engineering chemistry", Ik International Publishing house, 3rd Edition, 2014.

Reference Books:

1. Fontana. M.G., "Corrosion Engineering", Tata McGraw Hill, 3rd Edition, 2005.
2. Charles P. Poole Jr and Frank J. Owens, "Introduction to Nanotechnology", Wiley-Interscience, 1st edition, 2003.
3. V.R. Gowrikar, N.N. Vishwanathan and J. Sreedhar, "Polymer chemistry", NEW AGE International Pvt Ltd, 2021.

JOURNALS/MAGAZINES:

<https://www.sciencedirect.com/journal/water-science-and-technology>

<https://iwaponline.com/wst>

<https://www.scitechnol.com/nanomaterials-molecular-nanotechnology.php>

<https://www.journals.elsevier.com/journal-of-energy-storage>

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/105/105/105105201/>
2. <https://nptel.ac.in/courses/112/108/112108150/>

Course Title	Communication Skills				Course Type	FC		
Course Code	B22AH0103	Credits	1		Class	II Semester		
Course structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	28	0	25%	25%

Course Description: This course is aimed to develop basic communication skills in English in the learners, to prioritize listening and reading skills among learners, to simplify writing skills needed for academic as well as workplace context, to examine that the learners use the electronic media such as internet and supplement the learning materials used in the classroom.

COURSE OBJECTIVE (S):

The Course objectives are to

1. Develop basic communication skills in English.
2. Emphasize the development of speaking skills amongst learners of Engineering and Technology
3. Impart the knowledge about the use of electronic media such as the internet and supplement the learning materials used in the classroom.
4. Inculcate the habit of reading and writing leading to effective and efficient communication.

COURSE OUTCOMES:(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate speaking ability with clarity, confidence, and comprehension and communicate with one or many listeners using appropriate communicative strategies (Speaking Skills).	10	
CO2	Develop the ability to write cohesively, coherently, and flawlessly avoiding grammatical errors, using a wide vocabulary range, organizing their ideas logically on a topic (Writing skills).	10	
CO3	Make use of reading different genres of texts by adopting various reading strategies (Reading Skills).	10	
CO4	Take part in interviews confidently and develop accurate writing skills.	10	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1	✓	✓				
CO2	✓	✓				
CO3	✓	✓				
CO4	✓	✓				

COURSE ARTICULATION MATRIX

CO#/ Pos	PO ₁	PO ₂	PO ₃	PO ₄	PO ₅	PO ₆	PO ₇	PO ₈	PO ₉	PO ₁₀	PO ₁₁	PO ₁₂	PSO ₁	PSO ₂	PSO ₃
CO1										3					
CO2										3					
CO3										3					
CO4										3					

Note:1-Low,2-Medium,3-High

COURSECONTENT

THEORY

Contents
UNIT-1 Functional English: Language as a Tool of Communication, - Effective Communication-Modes of Communication- Email communication - Giving Instructions.
UNIT-2 Interpersonal Skills: Traits of good Listener types of Listening-- Formal letters (Accepting/ inviting/ declining); Personal letters (Inviting your friend to a function, congratulating someone for his / her success, thanking one's friends/relatives, - Process descriptions (general/specific).
UNIT-3 Multitasking Skills: Types of Speaking- Paralinguistic Features-Types of paragraphs (cause and effect / compare and contrast / narrative / analytical); Report Writing (Feasibility/ Project report - report format – recommendations/ suggestions, PPT).
UNIT-4 Persuasive Skills: Reading and Interpretation- SQ3R- Making inference from the reading passage; predicting the content of a reading passage, - Different types of Essay Writing, applying for a job; Writing a cover letter with résumé / CV.

Text Books:

1. Thorpe, Edgar and Showick Thorpe" Objective English". Pearson Education, 2013.
2. Dixon, Robert J. "Everyday Dialogues in English". Prentice Hall India Pvt Ltd., 1988.
3. Turton, Nigel D. "ABC of Common Errors" Mac Millan Publishers, 1995.
4. Ashraf Rizvi, "Effective Technical Communication" McGraw-Hill Education (India) Pvt. LTD., New Delhi, 2018.

Reference Books:

1. Bansal, R.K. and J.B. Harrison. Spoken English. Orient Blackswan, 2013.
2. Raman, Meenakshi and Sangeeta Sharma. Technical Communication. Oxford University Press, 2015.
3. Samson, T. (ed.) Innovate with English. Cambridge University Press, 2010.

Course Title	Programming with C				Course Type		HC	
Course Code	B22CI0104	Credits	3		Class		II Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	IA	SEE
	Practice	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

Algorithms and flowcharts are the fundamental tools for problem solving which can be used by the computers. The computer programs can be developed using algorithms and flowcharts to provide solutions to problems. C Language is a general-purpose, structured and procedure oriented programming language. It is one of the most popular computer languages today because of its structure and higher-level abstraction C. This course introduces algorithms, flowcharts and various C Programming language constructs for the development of real world applications.

COURSE OBJECTIVE (S):

The objectives of this course are to

1. Explain algorithms, flowcharts and different programming constructs of C to be used for Development of applications.
2. Illustrate the use of iterative statements and conditional Statements for solving the real world problems.
3. Demonstrate the use of functions with parameter passing mechanisms for solving the real world problems.
4. Discuss the use of structures, unions, pointers and file operations for solving the real world Problems.
5. Learn new algorithms and technologies in C Programming and apply for suitable application development.
6. Develop solutions by using C Programming to the complex problems, either individually or as a part of team and report the results.

COURSE OUTCOMES (COs)

On successful completion of this course; the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify the programming constructs of C language to solve a given problem.	1-3	1
CO2	Apply the concepts of matrices to develop data processing and analysis solutions in various application domains.	1-5	1
CO3	Develop text processing based applications using string operations.	1-3,5	2,3
CO4	Create solutions for real world problems using Pointers, Union, Structures and file operations.	1-5	2,3
CO5	Use algorithms and technologies in C Programming for suitable application development	1-5	2,3
CO6	Develop solutions by using C Programming to the complex problems, either individually or as a part of the team and report the results	1-5,9	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1				✓		
CO2			✓			
CO3			✓			
CO4						✓
CO5		✓	✓			
CO6						✓

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 ₀	PO1 ₁	PO1 ₂	PSO ₁	PSO ₂	PSO ₃
CO1	2	1	3										3		
CO2	1	3	2	2	2								3		
CO3	2	2	2		1									3	3
CO4	3	3	3	1	1									3	3
CO5	3	3	3	2	2										
CO6	3	3	3	2	2				3				3	3	2

Note:1-Low,2-Medium,3-High

COURSE CONTENT

THEORY

Contents

UNIT-1

Algorithm: Definition, Purpose of writing an algorithm, Rules for writing an algorithm, Advantage of writing algorithm and examples
Flowchart: Definition, Notations used to write a flow chart, Advantage and disadvantages of writing the flowchart and examples.

Introduction to "C": Introduction to GitHub, Structure of C program with example, C language & its features, C tokens, data types in C, variables, constants, input and output functions

UNIT-2

Operators and Expressions: Unary operator, assignment operator, arithmetic operator, relational operators, logical operators & bitwise operator, conditional operator, increment and decrement operator, special operator.

Conditional Statements: if statement, if-else statement, nested if, switch statement.

Unconditional Statements: break and continue statement, goto statement, return statement

Iterative Statements (loops): while loop, do-while, for loop, differences between while, do-while and for loop.

UNIT-3

Arrays, functions & Strings: one dimensional array, two dimensional array, Linear and binary search and bubble sorting.

Functions: Structure of a function, types of functions, parameter passing mechanisms, Command line arguments.

Strings: string operations with and without using inbuilt string functions.

UNIT-4

Structures & Union: Derived types- structures- declaration, definition and initialization of structures, accessing structures, nested structures, arrays of structures, union, typedef.

Pointers: Introduction to pointers.

File Operations: Formatted Input & Output, Character Input and Output Functions, Direct Input and Output Functions, File Positioning Functions, Error Functions

TEXT BOOKS:

1. B.W. Kernighan & D.M. Ritchie, "C Programming Language", 2nd Edition, PRENTICE HALL
2. SOFTWARE SERIES, 2005.
3. Herbert Schildt, "C: The Complete Reference", 4th edition, TATA McGraw Hill, 2000.
4. B.S. Anami, S.A. Angadi and S. S. Manvi, "Computer Concepts and C Programming: A
5. Holistic Approach", second edition, PHI, 2008.

REFERENCE BOOKS:

1. Balaguruswamy, "Programming in ANSI C", 4th edition, TATA MCGRAW Hill, 2008.
2. Donald Hearn, Pauline Baker, "Computer Graphics C Version", second edition, Pearson Education, 2004.

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=6294> (IEEE Journal/Magazine on IT Professional)
2. <https://ieeexplore.ieee.org/document/1267572> (IEEE Computing in Science and Engineering)

SWAYAM/NPTEL/MOOCs:

1. https://online.courses.nptel.ac.in/noc20_cs06/preview (Problem Solving through Programming in C)
2. <https://www.edx.org/course/c-programming-getting-started> (C Programming Getting started)
3. <https://www.coursera.org/specializations/c-programming> (Introduction to C programming)

SELF-LEARNING EXERCISES

1. **Fundamentals of computer graphics:** output primitives–Line, Circle and Ellipse drawing algorithms– Attributes of output primitives.
2. **Inline Assembly Language Program:** Simple inline assembly, Extended Assembly Syntax Microsoft C Compiler.

Course Title	Elements of Mechanical Engineering				Course Type	HC		
Course Code	B22ME0103	Credits	3		Class	II Semester		
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50%	50%

COURSE OVERVIEW

Elements of Mechanical Engineering is a basic course of Mechanical Engineering discipline. It focuses on overall view of mechanical engineering area's like thermal, design and manufacturing streams. The course is designed to understand basic concept like formation of steam and compute the steam properties like specific volume, enthalpy, and internal energy using steam tables. The students are introduced to internal combustion engines, turbines (water, steam and gas) and refrigeration- air conditioning system. The students will be imparted to calculate BP, IP, mechanical efficiency of IC engines. The students are exposed to the machine elements like springs, belt drives and gear drives. Acquainted with different machine tools like lathe, drilling machines and CNC machines. The students will be exposed to joining processes like Soldering, Brazing and Welding and various power transmission systems. Students are introduced to the engineering materials and modern manufacturing Technology like 3D printing technology.

COURSE OBJECTIVES

The objectives of this course are to

1. Develop the basic knowledge on heat & work, steam formation, working principle of boilers, turbines, IC engines and refrigeration - air conditioning systems.
2. Incorporate the concept of different types of machine elements like springs, belt drives & chain drives.
3. Give exposure in the field of engineering materials and manufacturing processes.
4. Incorporate the concepts of modern manufacturing processes like CNC, 3D printing technology and its applications
5. Acquire a basic understanding role of Mechanical Engineering in the industry and society.

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO	Course Outcomes	POs	PSOs
CO1	Evaluate the properties of steam and performance parameters of IC engines.	1, 2	1,2
CO2	Describe the working principle of boilers, turbines, refrigeration and air conditioning systems	1	1
CO3	Classify the engineering materials and discuss the concept of casting, CNC machine, laser engraving and 3D printing technology.	1	1
CO4	Compare the different kinds of machine tools and select the suitable machine tool for processing the materials and different metal joining process for the different applications	1,2	1,2
CO5	Discuss the application of machine elements and Calculate the speed ratio of belt drives and Gear Drives.	1,2	1,2
CO6	Describe the need of mechatronics approach in industry and application of robots.	1	1

COURSE ARTICULATION MATRIX

CO/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	3	1											1		
CO2	2												1		
CO3	2												1		
CO4	3	1											1	1	
CO5	3	1											1	1	
CO6	1												1		

Note:1-Low,2-Medium,3-High

COURSE CONTENT**THEORY**

Contents
UNIT-1 Introduction to Energy Systems: Concept of heat and work, Steam formation, Types of steam, Steam properties, numerical on steam properties, Introduction to boilers, working of Babcock and Wilcox boiler.
UNIT-2 Prime Movers: Types and working principle of turbines, IC Engines, numerical on IC engines. Introduction to Refrigeration and Air Conditioning: Working principle of refrigeration system, working of domestic refrigerator and window air conditioner
UNIT-3 Materials and Manufacturing Processes: Introduction to engineering materials and classifications, casting, Machine Tools- lathe & drilling machine, metal joining process-welding, brazing and soldering, modern manufacturing technology-CNC machines, laser engraving and 3D printing.
UNIT-4 Machine Elements: Types and applications of springs, belt drives, gear drives and chain drives, numerical on belt drives and gear trains. Introduction to Mechatronics and Robotics: Need of Mechatronics in industries, measurement system, open and closed loop control system, Robot anatomy, applications of Robotics.

TEXTBOOKS

1. K R Gopala Krishna, Sudheer Gopala Krishna and S C Sharma, "Elements of Mechanical Engineering", Subhash Publishers, 13th Edition, 2015.
2. Roy & Choudhury, "Elements of Mechanical Engineering", Media Promoters & Publishers Pvt. Ltd, 2000.

REFERENCE BOOKS

1. SKH Chowdhary, AKH Chowdhary and Nirjhar Roy, "The Elements of Workshop Technology - Vol I & II", Media Promoters and publisher, 11th edition, 2001.
2. William Bolton, "Mechatronics Electronics Control Systems in Mechanical and Electrical Engineering", Pearson, 2015.
3. K. K. Appukuttan, "Introduction to Mechatronics", Oxford University Press, 2007.

JOURNALS/MAGAZINES

1. International Journal of Machine Tools and Manufacture
2. International Journal of Refrigeration.

SWAYAM/NPTEL/MOOCs:

1. <https://www.coursera.org/browse/physical-science-and-engineering/mechanical-engineering>
2. <https://www.my-mooc.com/en/categorie/mechanical-engineering>
3. <https://nptel.ac.in/cours>

Course Title	IoT and Applications				Course Type	HC		
Course Code	B22EN0101	Credits	2		Class	II Semester		
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	1	1	1				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	2	3	3	14	28	50%	50%

COURSE OVERVIEW:

The Internet of Things (IoT) expands access to the world-wide web from computers, smart phones, and other typical devices to create a vast network of appliances, toys, apparel, and other goods that are capable of connecting to the Internet. This introductory course focuses on IoT architecture, its domains and communication protocols. The course is supported with hands on sessions that incorporates different types sensors interfaced with IoT board to build IoT projects to solve real time problems. The case study of deployment of IoT in various applications are provided.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the architecture of Internet of Things.
2. Inculcate knowledge of IoT devices, Sensors and Communication Protocols in various application domains.
3. Gain expertise in interface of various sensors to IoT Boards.
4. Discuss the various applications of IoT.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO #	Course Outcomes	POs	PSOs
CO1	Describe the component of IoT architecture	1,2,3,4,5	1,2
CO2	Interpret various Applications of IoT	1,2,3,4,5	1,2
CO3	Identify IoT development boards, sensors & actuator	1,2,3,4,5	1,2
CO4	Identify communication technologies, protocols, and cloud services	1,2,3,4,5,9,10	1,2
CO5	Demonstrate the interfacing of sensors & actuators to IoT board	1,2,3,4,5,9,10	1,2
CO6	Develop simple IoT projects and modules	1,2,3,4,5,9,10	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	√	√				
CO2	√	√	√			
CO3	√	√	√			
CO4	√	√	√	√		
CO5	√	√	√	√		
CO6	√	√	√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	1	1	1								3	3	
CO2	2	3	1	1	1								3	3	
CO3	3	2	1	1	3								2	2	
CO4	3	2	1	1	3				2	2		2	1	1	
CO5	3	1	2	1	2				2	2		2	2	1	
CO6	3	2	2	1	2				2	2	2	2	1	1	

Note: 1-Low, 2-Medium, 3-High

Course Content Theory:

Contents
UNIT – 1
IoT Basics Previous technologies before IoT, Introduction to IoT, How IoT works, Components of IoT Infrastructure, Basic elements of general IoT Architecture, Characteristics of IoT, benefits and challenges of IoT, Applications of IoT.
UNIT – 2
IoT Enabling Technologies IoT Development Boards: Arduino, Add-on ESP module, Node MCU, Raspberry Pi; Sensors and Actuators: Temperature Sensor, PIR Sensor, Ultrasonic sensor; Communication Technologies: Bluetooth, ZigBee, LoRa, WiFi, Cellular; Protocols: HTTP, MQTT, CoAP; IoT Cloud Platforms: Arduino Cloud, Thing Speak, Blink Cloud

PRACTICE:

Sl. No.	Title of the Experiment	Tools and Techniques	Expected Skill /Ability																																																																																
Part-A																																																																																			
	Introduction to Arduino Board & getting started with Arduino IDE software	Hardware & software	Identifications of various parts of Arduino																																																																																
1	Write a program to blink an LED a) Infinite number of times with ON & OFF duration of 1 sec b) infinite number of times with ON time duration 2 sec and OFF time duration 0.5 sec c) Only 3 times with ON and OFF duration 2 sec	Arduino UNO, Arduino IDE, LED's	Arduino coding																																																																																
2	Write a program to blink 4 LED in the given pattern <table border="1" style="font-size: 0.8em; text-align: center;"> <thead><tr><th colspan="4">Pattern</th></tr><tr><th>L1</th><th>L2</th><th>L3</th><th>L4</th></tr></thead> <tbody> <tr><td>ON</td><td>OFF</td><td>OFF</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>OFF</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>ON</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>ON</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>OFF</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>OFF</td><td>OFF</td></tr> </tbody> </table> <table border="1" style="font-size: 0.8em; text-align: center;"> <thead><tr><th colspan="4">Pattern</th></tr><tr><th>L0</th><th>L1</th><th>L2</th><th>L3</th></tr></thead> <tbody> <tr><td>ON</td><td>OFF</td><td>OFF</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>OFF</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>ON</td><td>OFF</td></tr> <tr><td>ON</td><td>ON</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>ON</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>ON</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>OFF</td><td>ON</td></tr> <tr><td>OFF</td><td>OFF</td><td>OFF</td><td>OFF</td></tr> </tbody> </table>	Pattern				L1	L2	L3	L4	ON	OFF	OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON	OFF	ON	ON	ON	ON	OFF	ON	ON	ON	OFF	OFF	ON	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF	OFF	Pattern				L0	L1	L2	L3	ON	OFF	OFF	OFF	ON	ON	OFF	OFF	ON	ON	ON	OFF	ON	ON	ON	ON	OFF	ON	ON	ON	OFF	OFF	ON	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF	OFF	Arduino UNO, Arduino IDE, LED's	Arduino coding, Looping structure
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3	Write a program to blink an LED with different times and duration using the concept of user defined function	Arduino UNO, Arduino IDE, LED's	Arduino coding, user define function
4	Write a program to interface motion sensor and display its status using g LED. If motion is detected it turn on LED otherwise keeps the turn off the LED.	Arduino UNO, Arduino IDE, LED, PIR sensor	Interface PIR sensor
5	a) Write a program to increase and decrease the brightness of LED. b) Write a program to control the brightness of LED using	Arduino UNO, Arduino IDE, LED, Potentiometer	
6	a) Write a program to interface LDR to Arduino board and display the voltage across LDR on serial monitor b) Write a program to control the brightness of LED based on the intensity of light on LDR	Arduino UNO, Arduino IDE, LED, LDR	Interface LDR sensor
7	a) Write a program to interface temperature sensor and display the values on the serial monitor b) Write a program display range of temperature on LCD	Arduino UNO, Arduino IDE, LCD, Temperature sensor	Interface Temperature sensor
8	Write a program to interface ultrasonic sensor and display the distance from an object.	Arduino UNO, Arduino IDE, Ultrasonic sensor	Interface Ultrasonic Sensor
Challenging Experiments			
9	a) Introduction to ESP module & programming using Arduino IDE software b) Write a program to demonstrates how to use Wifi module ESP8266-01 to blink LED (with simple LED)	ESP8266 Arduino Uno, LED, Arduino IDE	Interface of LED to ESP Module, Program ESP using Arduino IDE
10	Write a program to demonstrate how ESP8266 can be used as an HTTP client and HTTP server to control and monitor the status of an LED	ESP8266, Arduino Uno, LED, Arduino IDE	Understand about Client Server Model
11	Write a program demonstrate how ESP8266 can be used as HTTP Webserver and get commands from the client (mobile/Laptop) directly.	ESP8266, Arduino Uno, LED, Arduino IDE	Understand about Client Server model, Create Webserver
12	Write a program to demonstrate how to implement Publisher/Subscriber method (MQTT) to control and monitor the ESP8266 GPIO2 LED	ESP8266, Arduino Uno, LED, Arduino IDE	Understand about Publisher/Subs criber Model
13	Write a program to demonstrate how ESP8266 can be used to log sensor data into thinkspeak cloud.	ESP8266, Arduino Uno, LED, Arduino IDE, ThingSpeak Cloud Service	Connect to cloud and storing data.
Part-B (Case Study/ Projects - Sample Topics)			

1. IoT based Automated Table Lamp 2. IoT based Light Dimmer and Speed Controller 3. IoT based Energy Monitor and Over Current Cut-off 4. IoT based Smart Home Controller Using Blynk 5. IoT based Motion Detector Using Cayenne 6. IoT based Air Pollution Meter 7. IoT based Smart Camera 8. IoT based Pet Feeder 9. IoT based Electronic Door Opener 10. IoT based Underground Cable Fault Detector 11. IoT based Air & Sound Pollution Monitoring System 12. IoT based Weather Reporting System 13. IoT based Toll Booth Manager System 14. IoT based Heart Attack Detection & Heart Rate Monitor 15. IoT based Person/Wheelchair Fall Detection 16. IoT based Water Quality Monitoring System	17. IoT based Patient Health Monitoring 18. IoT based Garbage Monitoring System 19. IoT based Liquid Level Monitoring System 20. IoT based Biometric Attendance System 21. IoT based Irrigation Monitoring & Controller System 22. IoT based Gas Pipe Leakage Detector 23. IoT based Alcohol & Health Monitoring System 24. IoT based Streetlight Controller System 25. IoT based Traffic Signal Monitoring & Controller System 26. IoT based Fire Department Alerting System 27. IoT based Antenna Positioning System 28. IoT based Garbage Monitoring with Weight Sensing 29. IoT based Colour Based Product Sorting Machine 30. IoT based Smart Mirror with News & Temperature 31. IoT based Car Parking System 32. IoT based Automatic Vehicle Accident Detection and Rescue System

TEXTBOOKS:

1. Vijay Madiseti, ArshdeepBahga , “Internet of Things: A Hands-On- Approach “ Second edition 2014, ISBN: 978 0996025515.

REFERENCE BOOKS:

1. Raj Kamal,” Internet of Things: Architecture & design Principle”, McGraw Hill Education 2017.

SWAYAM/NPTEL/MOOCs:

1. <https://www.coursera.org/learn/iot>
2. <https://www.coursera.org/learn/interface-with-arduino>

Course Title	Design Thinking				Course Type		HC	
Course Code	B22ME0102	Credits	2		Class		II Semester	
	LTP	Credits	Contact Hours	Workload	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	1	1	1				
	Tutorial	-	-	-				
	Practical	1	2	2	Theory	Practical	CIE	SEE
	Total	2	3	3				
					14	28	50%	50%

COURSE OVERVIEW

Today, innovation is everyone's business. At every level, in every kind of organization, design thinking provides the tools that one needs to become an innovative thinker and uncover creative opportunities. For example, companies like Procter, Gamble and GE have incorporated Design Thinking into their strategy and marketing. The course draws on methods from engineering and design, and combines them with ideas from the arts, tools from the social sciences, and insights from the business world.

In this course, students start in the field, where they discover the needs of the target audience. They then iterate ideas on teams to develop a range of promising possible solutions, create rough prototypes to take back out into the field, and learn to test with real people in the target audience.

COURSE OBJECTIVES

The objectives of this course are to:

1. Impart knowledge on design thinking process for understanding designs.
2. Provide design skills to analyze design thinking issues and apply the tools and techniques of design.
3. Inculcate attitude to solve societal problems using design thinking tools.

COURSE OUTCOMES (CO'S)

On successful completion of this course; the student shall be able to:

CO	Course Outcomes	Pos	PSOs
CO1	Identify the problems that fall under the purview of human centered design process for creative problem solving.	1,2, 9,10,12	2
CO2	Develop empathy maps to visualize user needs and to get insights of the problem.	1,2,9,10,12	2
CO3	Define the problem from user's perception.	1, 9,10,12	1,2
CO4	Apply Ideation techniques to ideate innovative ideas for the problem	1,2,9,10,12	1,2
CO5	Develop simple prototypes for problems using feasible idea.	1,3, 5,9,10,12	1, 2
CO6	Improve prototype by testing it with a specific set of users for making it sustainable by following ethics.	1,8,9,10,12	1,2

COURSE ARTICULATION MATRIX

CO/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2							2	2		2	3	2	
CO2	1	3							2	3		2		2	
CO3	1								3	2		3	1	2	
CO4	1	2							3	2		2	1	2	
CO5	2		3		2				3	3		2	2	3	
CO6	2							1	3	2		2	2	3	

Note:1-Low,2-Medium,3-High

COURSE CONTENT

THEORY

Contents
UNIT – 1 Design Thinking Process: Types of the thinking process, Design thinking: Definition, Origin of design thinking, Importance of design thinking, Design vs Design thinking. Problem Exploration, Case Studies from Embrace-Stanford Innovation Challenge, IDEO, GE Healthcare, The Good Kitchen- Denmark Program etc., identifying the target users for the problem selected, Survey on existing solutions for the problem identified. Empathizing: Powerful Visualizing tool – a method to connect to the user, Creating Empathy maps – Case studies
UNIT – 2 Defining the problems: POV statements from User perspective. Idea generation: Methods to spark the innovative ideas – Brainstorming, Mind map, Story board, Provocation etc. What is a prototype? - Prototyping as a mind-set, prototype examples, prototyping for products; Why we prototype? Fidelity for prototypes, Process of prototyping- Minimum Viable prototype Prototyping for digital products: What's unique for digital, Preparation; Prototyping for physical products: What's unique for physical products, Preparation; Testing prototypes with users.

Tutorials:

Sl. No	Name of the Topic	Tools and Techniques	Expected Skill /Ability
1	Identifying the problem that can be solved using Design Thinking approach	Observation and survey	Develop identifying human centered problems
2	Build the empathy maps for simple problems like single user	Visualization	Develop ability to understand other's emotions
3	Build the detailed empathy maps for problem identified in the teams formed	Visualization	Develop ability to understand other's emotions
4	Presentation by student teams	PPT	Develop ability to express their views

5	Obtain the insights into user's problems and make PoV statement	Understanding	Develop making problem statements from user perception
6	Presentation by student teams	PPT	Develop ability to express their views
7	Carry out Brain storming between the groups and generate as many as ideas possible	Ideation tools	Develop innovative mind set
8	Prototype for best 3 ideas selected	Sketching, simple model making etc.	Develop prototyping techniques
9	Presentation by student teams	PPT	Develop ability to express their plan
10	Test the developed prototype with set of identified users	Google forms , cold calls, social media etc.	Develop understanding of various testing methods
11	Pitching final solution	PPT	Develop ability to express their views

TEXT BOOKS

1. Gavin Ambrose and Paul Harris, "Basics Design-Design Thinking", AVA Publishers, 2010
2. Kathryn McElroy, "Prototyping for Designers: Developing the best Digital and Physical Products", O'Reilly, 2017.

REFERENCE BOOKS

1. Michael G. Luchs, Scott Swan, Abbie Griffin, "Design Thinking – New Product Essentials from PDMA", Wiley, 2015.
2. Vijay Kumar, "101 Design Methods: A Structured Approach for Driving Innovation in Your Organization", John Wiley & Sons, 2012.

JOURNALS/MAGAZINES/ADDITIONAL SOURCES

1. Leonard, D., and Rayport, J. F. 1997. Spark Innovation through Empathic Design. In Harvard Business Review, November-December 1997, 102-113.
2. <https://www.ideo.com>
3. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
4. <https://www.ibm.com/design/thinking/page/toolkit>
5. <https://www.interaction-design.org/literature/article/define-and-frame-your-design-challenge-by-creating-your-point-of-view-and-ask-how-might-we>
6. <https://www.culturepartnership.eu/en/article/ten-tools-for-design-thinking>
7. <https://youtu.be/M66ZU2PClCM>
8. https://thisisdesignthinking.net/2017/07/innogy_energy_ecarsharing/

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/109/104/109104109/>
2. <https://nptel.ac.in/courses/11010612>

Course Title	Engineering Chemistry Lab				Course Type		FC	
Course Code	B22AS0105	Credits	1		Class		II Semester	
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practice	1	2	2	Theor y	Practic e	CIE	SEE
	Total	1	2	2	-	28	25%	25%

COURSE OVERVIEW:

Engineering chemistry LAB covers very relevant experiment which is related to the topics compatible with ECE students and make them aware of importance of various aspects of basic science in engineering. The practice gives insights on areas of light and matter interaction, optical properties of materials, clean energy, electrical conduction in solutions, corrosion phenomenon and control which is widely an interdisciplinary subject of discussion. Further the course focus on the chemistry of engineering materials, and various applications. This area of science is very much interdisciplinary in its nature and gives a platform for students to strengthen their engineering knowledge to enlighten on the importance of science which very essential for research in engineering stream.

COURSE OBJECTIVE (S):

The Engineering chemistry lab course is designed to fulfil the following objective;

Engineering chemistry lab covers the very basic knowledge and experimental required for engineering students to understand its importance of Science in technology.

1. It provide the basic knowledge and experimental skill on Interaction of light and matter to know the electronic transitions in materials and storage and conversion devices.
2. Corrosion and metal finishing, explains the phenomenon of corrosion and its Prevention. It also covers the importance of metal finishing in various industries and fabrication of PCB.
3. Electrochemical methods will be used to fabricate materials as thin films and various sensing techniques for lab analysis
4. Preparation of semiconducting and conducting materials, polymers and understand their Commercial significance.

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	Pos	PS Os
CO1	Estimate the amount of metal ions present by interaction of light source.	1,2,3,9,10	1
CO2	Demonstrate the electrolytic process in electrochemical cell for the purpose of energy storage and energy conversion devices.	1,2,3,9,10	1
CO3	Describe the corrosion phenomenon and list out various precautions to be taken in the selection of materials in controlling corrosion.	1,2,3,9,10	1
CO4	Preparation of commercially important polymers, Nano materials, composite materials and their applications	1,2,3,9,10	1
CO5	Analyse various water quality parameters in daily life suitable for portability.	1,2,3,8	1
CO6	Preparation of thin film and bulk solid state conductors and semiconductors relevant to device applications	1,2,3,9,10	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		✓	✓			
CO2		✓		✓		
CO3		✓			✓	
CO4		✓				
CO5		✓		✓		
CO6		✓				

COURSE ARTICULATION MATRIX

CO / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1	PO1	PO1	PSO	PSO	PSO
CO1	3	2	1						3	3			1		
CO2	2	1	2						3	3			1		
CO3	1	2	1						3	3			1		
CO4	2	2	3						3	3			1		
CO5	2	2	2					3	3	3			1		
CO6	1	2	1						3	3			1		

Note: 1-Low, 2-Medium, 3-High

Practice

No	Title of the Experiment	Tools and Technics	Expected Skill/Ability
1	Verification of Beer-Lambert's Law by detection of Copper by spectroscopy.	Calorimeter, Visible spectroscopy, cuvettes	Understand the theory of interaction of light with matter and the electronic transitions in material. Experimentally verify the Beer Lambert law and quantify the amount of substance
2	Estimation of Iron by Potentiometric sensor.	Potentiometer, electrodes, reference electrodes	Understand the theory of potential changes and measure and interpret the potential changes associated with change in chemical composition. This is relevant in electrochemical energy storage and conversion devices like batteries, capacitors, fuel cells
3	Estimation of concentration of acid mixture by Conductometric sensor.	Conductometer, conducting electrolytes	Understand the theory, circuit connection and perform the experiment, Interpret the ionic conductivity in the solution

4	Determination of pH/pKa of solutions using glass membrane electrode sensor.	pH meter, glass electrodes, pH sensing electrochemical cell setup	Understand the electrochemical theory, perform the experiment to sense and evaluate the pH of the give solution. Interpret the importance of pH in engineering materials and their application
5	Faraday's law verification by using Electrodeposition of Cu/Ni/Zn on stainless steel.	DC power supply units, Electrochemical cells, different coating substrate	Understand the theory of soft electrochemical deposition of thin films and perform the experiment on deposition different conductive substrates
6	Determination of percentage of iron in corrosion products.	Ostwald Viscometer	Understand the theory of viscosity and perform the experiment to estimate viscosity of different fluids.
7	Estimation of percentage of Copper in brass alloy by iodometric method	Cu-Zn containing alloy, Iodometric technique	Understand the theory and perform the experiment, collect the data and interpret amount of copper present in the given engineering material
8	Evaluation of Dissolved Oxygen by Winkler's method and hence assessment of quality of water.	Indicators, Industrial and domestic effluents	Understand the theory of Winkler's method and the iodometric estimation.
9	Estimation Of Total Hardness Of Water By Complexometric Method Using EDTA	Hard water, Complexing agents	Understand the theory and perform the experiment to understand and interpret water quality. Devise the easy method for removing the hardness causing agent through complexometry
10	Preparation of semiconducting nanomaterials and characterization.	UV-Vis Spectrophotometer	Understand the theory and perform the experiment to estimate the alkalinity of the industry feed water. Understand the need neutral water, adverse effects of alkaline water
11	Determination of band gap of bulk and Semiconducting materials by UV-Visible spectroscopy.	UV-Visible Spectrophotometer	A better understanding the optical band gap of the materials. Able to perform experiment with UV-Vis spectrophotometer and interpret the spectra and relate with the electronic band structure
12	Synthesis of Conducting Polyaniline from aniline by Chemical method.	Simple oxidation method.	A better understanding of conducting polymers and their relevant applications in devices
13	Preparation of Conducting polyaniline thin film by electro polymerization.	C power supply units, electrochemical reduction techniques, different conducting Substrate	To demonstrate the soft and simple electrochemical method for preparation of thin conductive films on desired substrates
14	Preparation of Dye – sensitized solar cell.	FTO, Dyes, Electrolytes, I-V measurement unit, Solar simulation Setup	To demonstrate the fabrication of lab scale DSSC and understand the function of photoelectrochemical cell

PART_B: Projects

N o	Title of the Experiment	Tools and Technics	Expected Skill/Ability
1	Investigation of ionically conducting media	Conductometer, different ionic conductance media	To demonstrate the effect of ionic conductance and understand the importance in electrochemical energy devices
2	pH and Potentiometric sensor	pH meter, Potentiometer	To demonstrate the effect of pH on engineering

			materials and the potential changes with change in chemical composition
3	Assembly of energy storage devices	Batteries, DC power supply units	To assemble and perform cell voltage and discharge experiments

Text Books

1. V R Gowariker, N V Viswanathan, Jayadev Sreedhar, "Polymer Science", Wiley eastern ltd, 4th Edition, 2021.
2. Sudha Rani, S.K. Bashin, "Laboratory Manual on Engineering Chemistry", Dhanpat Rai Publishing Company; 3rd edition, 2012.

Reference Books:

1. J. Mendham, Vogel's "Quantitative Chemical Analysis", 6th Edition, 2009.

Course Title	Programming with C Lab				Course Type		HC	
Course Code	B22CI0108	Credits	1		Class		II Semester	
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	IA	SEE
	Practice	1	2	2				
	Total	1	2	2	-	28	25%	25%

COURSE OVERVIEW:

Algorithms and flowcharts are the fundamental tools for problem solving which can be used by the computers. The computer programs can be developed using algorithms and flowcharts to provide solutions to problems. C Language is a general-purpose, structured and procedure oriented programming language. It is one of the most popular computer languages today because of its structure and higher-level abstraction C. This course introduces algorithms, flowcharts and various C Programming language constructs for the development of real world applications.

COURSE OBJECTIVE (S):

Explain algorithms, flowcharts and different programming constructs of C to be used for Development of applications.

1. Illustrate the use of iterative statements and conditional Statements for solving the real world problems.
2. Demonstrate the use of functions with parameter passing mechanisms for solving the real world problems.
3. Discuss the use of structures, unions, pointers and file operations for solving the real world Problems.
4. Learn new algorithms and technologies in C Programming and apply for suitable application development.
5. Develop solutions by using C Programming to the complex problems, either individually or as a part of team and report the results.

COURSE OUTCOMES (COs)

On successful completion of this course; the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify the programming constructs of C language to solve a given problem.	1-3	1
CO2	Apply the concepts of matrices to develop data processing and analysis solutions in various application domains.	1-5	1
CO3	Develop text processing based applications using string operations.	1-3,5	2,3
CO4	Create solutions for real world problems using Pointers, Union, Structures and file operations.	1-5	2,3
CO5	Use algorithms and technologies in C Programming for suitable application Development	1-5	2,3
CO6	Develop solutions by using C Programming to the complex problems, either individually or as a part of the team and report the results	1-5,9	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1				✓		
CO2			✓			
CO3			✓			
CO4						✓
CO5		✓	✓			
CO6						✓

COURSE ARTICULATION MATRIX

CO #/ Pos	P	P	P	P	P	P	P	P	P	PO	PO	PO	PS	PS	PS
CO2	1	3	2	2	2				3	3			3		
CO3	2	2	2		1				3	3				3	3
CO4	3	3	3	1	1				3	3				3	3
CO5	3	3	3	2	2				3	3					
CO6	3	3	3	2	2				3	3			3	3	2

Note: 1-Low, 2-Medium, 3-High

PRACTICE:

PART A:			
No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
1	Consider Loan applications in a bank consisting of various customer details such as Name, Organization, salary and loan amount applied. Segregate the loan applications based on income (low: <=5 lpa, medium: >5lpa <10lpa and high:>10lpa)	Condition checking	Apply if-else and switch
	Two files DATA1 and DATA2 contain sorted lists of integers. Write a C program to merge the contents of two files into a third file DATA i.e., the contents of the first file followed by those of the second are placed in the third file. Display the contents of DATA.	Files operations	Apply File concepts
2	Statistical measures are used for data analysis and interpretation. Develop program to determine the mean and stand deviation of data stored in an array.	Statistical Computing	Use Array and loops
	Consider the details of Airline passengers such as Name, PAN-No., Mobile-no, Email-id, Source, Destination, Seat-No and Air-Fare. Develop a program to read the details of airline passengers, store them in the structure "Airline" and List details of all the passengers who travelled From "Bengaluru to London".	Search technique	Apply Structures

3	Assume that Mr. Peterson shopped N items at Big Market and his Cart comprises of name of the item, cost of the item per UNIT and quantity. Read the details of shopping and store them in the structure "Shop". Compute the total amount spent on shopping at Big Market and also find out the item with minimum and maximum cost.	Statistical measure	Apply Structure and if then else
	b. Write a C program to define a structure named Student with name and DOB, where DOB in turn is a structure with day, month and year. Read the details of student and store them in the structure "Student". Display name and date of birth of students using the concept of nested structures.	Nested Structures	Apply Nested Structures
4	Consider a set of N students with SRN, name, and marks scored in 8 subjects. Read the details of students and store them in the structure "Student_Marks". Compute total marks and average marks of each student and display them with suitable headings	Average computation and visualization	Apply Structure, Array and Loops
	b. Create the structure "Book" with book_id, title, author_name and price. Write a C program to pass a structure as a function argument and print the book details.	Functions	Passing structures to function
5	Assume that Ms. Jassica shopped N items at Amazon and the Cart comprises of name of the item, cost of the item per UNIT and quantity. Arrange the items in the increasing order of cost of the item per UNIT.	Sorting	Apply sorting the contents of structure.
	Write a C program to compute the monthly pay of "N" employees using each employee's name, Basic_Pay, DA and HRA. The DA and HRA are 80% and 30% of the Basic_Pay respectively. Gross-salary is computed by adding DA and HRA to Basic_Pay. Store all the details in an array of structures and print the name and gross salary of each employee.	Reading and storing data	Use structures for reading and storing data
6	a. Consider the details of "N" Faculty members consisting of Name, EMP-ID, name of the school, address and salary. Create a file to store the above details. Retrieve the contents of the file to perform following operations: (i) Display the details of the faculty based on salary range entered. (ii) Display the details of the faculty based on the EMP-ID entered.	File operations	Create file, store data and display details.
	b. Write a C program to determine whether the character entered is a capital letter, a small case letter, a digit or a special symbol using if else and switch case.	String operations	Apply string functions
PART B:			
	Project 1: Address Contact List with the following modules: User Add User(Name, Address, Primary contact number, secondary contact number, E-mail ID) Delete User Search for User Edit Find and replace the user name Edit the contact (Phone Number) details. Edit the Address of the user Report List of users based on the starting letter of their names. List of users based on first 2 digits of their mobile number. List of users based on the domain name of their E-mail ID.		
1	Develop a program in C to create the structure "Contact" with the fields, user_name, address, mobile, phone1 and email_id.	Structures and Files	Develop the program using Structures and Files

	Read the data into the structure "Contact" and store them in the file "Contact.txt".		
2	Develop a program in C to open contact list from the file "Contact.txt" in read mode and delete contact details of the person based on name of the person by searching his/her details. Display the updated list.	String, File and Linear Search	Develop the program using String and File
3	Develop a program in C to input the string,"Str1"(which can be either a mobile no. or name of the user) and search for it in the file , "Contact.txt" and display the details if it is found else display an error.	String, File and Linear Search	Develop the program using String and File
4	Develop a program in C to input the name of the user into the string, "Str1", search for it in the file "Contact.txt" and replace the content of "Str1" with the new data if found.	String, File and Linear Search	Develop the program using String, File and apply linear search
5	Develop a program in C to input the phone number of user into the string, "Str1", search for it in the file "Contact.txt" and edit it with new data if found and save the same.	String, File and Linear Search	Develop the program using String, File and apply linear search
6	Develop a program in C to input the address of the user and search for the same in the file, "Contact.txt" and edit the address with new address and save the same.	String, File and Linear Search	Develop the program using String, File and apply linear search
7	Develop a program in C to input a letter into "Letter", compare it with the details stored in "Contact.txt" and then display the list of the users whose name begin with "Letter".	File operations	Develop the program using file
8	Develop a program in C to input first two digits of a mobile number into "Mobile", search for the same in "Contact.txt" and display the details of all the users whose mobile number begin with "Mobile".	File operations	Develop the program using file
9	Develop a program in C to input a domain name of email-id and search for the same in the file, "contact.txt" and list the details of the users whose email-id matches with the given domain name.	File operations	Develop the program using file

TEXT BOOKS:

1. B.W. Kernighan & D.M. Ritchie, "C Programming Language", 2nd Edition, PRENTICE HALL
2. SOFTWARE SERIES, 2005.
3. Herbert Schildt, "C: The Complete Reference", 4th edition, TATA McGraw Hill, 2000.
4. B.S. Anami, S.A. Angadi and S. S. Manvi, "Computer Concepts and C Programming: A Holistic Approach", second edition, PHI, 2008.

REFERENCE BOOKS:

1. Balaguruswamy, "Programming in ANSI C", 4th edition, TATA MCGRAW Hill, 2008.
2. Donald Hearn, Pauline Baker, "Computer Graphics C Version", second edition, Pearson Education, 2004.

Course Title	Engineering Workshop				Course Type		HC	
Course Code	B22ME0104	Credits	1		Class		II Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	tutorial	-	-	-				
	Practice	1	2	2	Theory	Practical	IA	SEE
	Total	1	2	2	0	28	25 %	25

COURSE OVERVIEW

Workshop practice provides the basic working knowledge of the production and properties of different materials used in the industry. It also explains the use of different tools, equipment's, machinery and techniques of manufacturing, which ultimately facilitate shaping of these materials into various usable forms. Also to provide the basic knowledge on working and function of two wheeler and four wheeler vehicle engine and power transmission system.

COURSE OBJECTIVES

1. To make student familiar with automobile engine terminology and to have visualization of shape, size and working of engine parts.
2. To introduce the use of tools and instrument and their selection for carrying out the fitting, sheet metal work and welding work.
2. To introduce the processes used to convert raw material into product.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO	Course Outcomes	POs	PSOs
CO1	Visualise the parts of two wheeler engine and analyse the sequence of parts connected and their functional relationship.	1, 2, 9	1
CO2	Identify and explain the function of the major components of engine and power transmission system of Toyota Innova and Toyota Fortuner cars	1,2,9	1,2
CO3	Prepare the fitting model as per the given engineering drawing by using appropriate fitting tools.	1, 2, 9	1
CO4	Develop the simple sheet metal models as per drawing specification using sheet metal tools.	1,2,3,9	1,2
CO5	Demonstrate the working and application of laser engraving, 3D printing and welding processes.	1, 9	1,2
CO6	Draw the layout of workshop and prepare a technical document about the process to be followed in engineering workshop.	1,10	1

COURSE ARTICULATION MATRIX

CO/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1							2				1		
CO2	2	1							2				1	1	
CO3	2	1							2				1		
CO4	2	1	1						2				1	1	
CO5	2								2				1	1	
CO6	2									3			1		

Note: 1-Low, 2-Medium, 3-High

Part-A

1. Dismantling and assembly of 2-wheeler (2-stroke) engine Parts.
2. Identification of parts of an engine of Toyota Innova and Toyota Fortuner
3. Calculation of speed ratio of belt, chain and gear drives.
4. Study of power train of bicycle, 2-wheeler and 4-wheeler.
5. Demonstration of laser engraving process and 3D printing process.

Part-B

1. Study of fitting tools and preparation of fitting models.
2. Study of sheet metal tools and development of pen stand and funnel
3. Hands on training on welding.
4. Study of power tools.

TEXTBOOKS

1. K.R. Gopalkrishna, "Elements of Mechanical Engineering", Subhash Publishers, 12th Edition, 2012.
2. SKH Chowdhary, AKH Chowdhary and Nirjhar Roy, "The Elements of Workshop Technology - Vol I & II", Media Promoters and publisher, 11th Edition, 2001.

REFERENCE BOOKS

1. David A. Crolla, "Automotive Engineering-Powertrain, Chassis System and Vehicle Body", Butterworth-Heinemann is an imprint of Elsevier, 1st Edition, 2009.
2. R.S.Parmar, "Welding Processes and Technology", Khanna Publishers, New Delhi, 2003.

JOURNALS/MAGAZINES

1. International Journal of Machine Tools and Manufacture
2. <https://www.shutterstock.com/search/disassembled-bike-engine>
3. <https://pdfcoffee.com/ex5-assembly-and-disassembly-of-ic-engine-parts-pdf-free.html>

SWAYAM/NPTEL/MOOCs

1. <https://www.coursera.org/browse/physical-science-and-engineering/mechanical-engineering>
2. <https://www.my-mooc.com/en/categorie/mechanical-engineering>
3. <https://nptel.ac.in/cours>

Course Title	Tree Plantation in Tropical Region: Benefits and Strategic Planning				Course Type		FC	
Course Code	B22AS0208	Credits	1		Class		II Semester	
	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	1	2	2				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	1	2	2	14	0	25%	25

Course Description: This course introduces significance of trees that provide us with a great many ecosystem services, including air quality improvement, energy conservation, stormwater interception, and atmospheric carbon dioxide reduction. These benefits must be weighed against the costs of maintaining trees, including planting, pruning, irrigation, administration, pest control, liability, cleanup, and removal.

Students are expected to involve in planting a tree and nurturing till the completion of their degree program. Successful maintenance of tree is considered to be one of the eligibility criteria for the award of university degree.

This course is a part of “REVA Vanamahotsava – One Student, One Tree”

COURSE OBJECTIVE (S):

The Course objectives are to

1. Develop basic understanding of role of trees in climate change
2. Emphasize on the selection and placing a tree for maximum benefit to environment
3. Involve in planting a tree and nurture till the completion of the degree program
4. Generate experiential report on the tree plantation process involved

COURSE OUTCOMES:(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	Pos	PSOs
CO1	Interpret the possible key benefits of trees arresting climate change and global warming	7,9	
CO2	Develop the ability to identify the type of a tree to be planted in urban area agricultural fields and forestry areas	7,9	
CO3	Make use of reading different literature on climate change and global warming by adopting various reading strategies (Reading Skills)	7,9	
CO4	Take part in planting a tree and nurturing it and Generate report on tree plantation process involved	7,9	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		✓		✓		
CO2		✓	✓	✓		
CO3		✓		✓		
CO4		✓		✓		✓

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1							3		3						
CO2							3		3						
CO3							3		3						
CO4							3		3						

Note:1-Low,2-Medium,3-High

COURSE CONTENT**THEORY**

Contents
Unit 1: Introduction: The tropical region, Benefits and costs of urban and community forests
Unit 2: General Guidelines for Selecting and Placing Trees Guidelines for Energy Savings, Guidelines for Reducing Carbon Dioxide, Guidelines for Reducing Stormwater Runoff, Guidelines for Improving Air Quality Benefits, Guidelines for Avoiding Conflicts with Infrastructure, Guidelines for Maximizing Long-Term Benefits, Trees for Hurricane-Prone Areas
Activity based learning Every student has to thoroughly understand the significance of planting a tree, identify type of tree and place to be planted, plant a tree and nurture till the completion of the degree.

Text Books:

1. Kelaine E. Vargas, E. Gregory McPherson, James R. Simpson, Paula J. Peper, Shelley L. Gardner, and Qingfu Xiao, "Tropical community tree guide: Benefits, Costs and Strategic Planting", U.S. Department of Agriculture, Forest Service Pacific Southwest Research Station Albany, California, 2008

Reference Books:

1. Peter Wohlleben, The Heartbeat of Trees, Penguin Books, 2021
2. Daniel Chamovitz, "What a Plant Knows: A Field Guide to the Senses", 2020

Evaluation of this course

As per 9.27 of the "Academic Regulations UG -Engg 2022", following evaluation procedure is applicable to this course.

9.27 Summary of Internal Assessment, Semester End Examination and Evaluation Schedule is provided in the table given below (for theory courses having Credit 1).

Summary of Internal Assessment and Evaluation Schedule

Sl. No.	Type of Assessment	When	Syllabus Covered	Max Marks	Reduced to	Date by which the process must be completed
1	Test-1	During 8 th Week	First 50%	25	12.5	8 th week
2	Test -2	During 15 th Week	Remaining 50%	25	12.5	15 th Week
5	SEE	18 th to 20 th Week	100%	50	25	20 th Week

Additional guidelines for conducting this course

Since this course is aimed as a special drive to restore climate change and arresting global warming, following guidelines have been framed to conduct this course as activity-based learning to build greener nation through student community. Successful implementation of this drive meets one of the very important Sustainable Development Goals (SDG's) of UN Envision 2030 on Climate Change and Global warming. This is also one of the requirements in NEP 2020 and UGC/AICTE.

1. Classes will be conducted by the nominated faculty (one hour per week) as per the syllabus.
2. Flipped classes, field experiences, group discussions and seminars can be used by the faculty so as to engage the students through student centric learning mechanisms
3. Students should be involved into understanding cause and effects of climate change, types of pollutions, and environmental hazards
4. Quizzes and debates on climate change and global warming can be arranged for each section
5. Students should plant the suitable tree and nurture
6. "Team Vanamahotsava" – A Central assistance team from REVA University will support for identifying trees, place and organizing plantation drives.
7. Regular progress review is planned to be monitored by digital system – an advanced version of current progress monitoring App.
8. School Directors are responsible to oversee all the arrangements and progress monitoring of this drive.
9. Frequent school level and university level branding shall be arranged to give awareness of this noble drive among all the stake holders such as parents, alumni, industry and academic partners, government sectors, NGO's, ministries, and the society.
10. Regular plant maintenance drive can be planned by "Team Vanamahotsava". However, planting a tree and its nurturer responsibility solely rests on individual students.
11. Successful maintenance of tree is considered to be one of the eligibility criteria for the award of university degree.

III SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE /MC/ SDC	Credit Pattern				Contact Hours /Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22AS0301	Discrete Mathematics and Graph Theory	FC	3	0	0	3	3	50	50	100	BSC
2	B22CS0301	Professional Ethics	FC	2	0	0	2	2	50	50	100	HSMC
3	B22CI0309	Entrepreneurship	FC	1	0	0	1	1	25	25	50	HSMC
4	B22AS0303 / B22AS0403	Environmental Science	MC	2	0	0	0	2				HSMC
5	B22EF0301	Operating systems	HC	3	0	0	3	3	50	50	100	PCC
6	B22EF0302	Object Oriented Programming with Java	HC	3	0	0	3	3	50	50	100	PCC
7	B22EF0303	Data Structures	HC	3	0	0	3	3	50	50	100	PCC
8	B22EH0301	Digital Logic and Design	HC	3	0	0	3	3	50	50	100	PCC
9	B22EF0305	Java Programming Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0306	Data Structures Lab Using C	HC	0	0	1	1	2	25	25	50	PCC
11	B22EH0302	Digital Logic and Design Lab	HC	0	0	1	1	2	25	25	50	PCC
Total				20	0	3	21	26	400	400	800	
TOTAL SEMESTER CREDITS				21								
TOTAL CUMULATIVE CREDITS				65								
TOTAL CONTACT HOURS				26								
TOTAL MARKS				800								

Course Title	Discrete Mathematics and Graph Theory				Course Type		Theory	
Course Code	B22AS0301	Credits	3		Class		III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	39	-	50	50

COURSE OVERVIEW:

Discrete Mathematics is the study of discrete objects. Discrete Mathematics is used to develop our ability to understand and create mathematical arguments and also used to provide the mathematical foundation for advanced mathematics and computer science courses.

Graphs (abstract networks) are among the simplest mathematical structures, which are used in most of the areas of Computer Science to solve the complex problems.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain mathematical arguments using logical connectives and quantifiers.
2. Illustrate the operation on discrete structures such as sets, relations and functions.
3. Describe the theory and application of graphs, fundamental theorems and their proofs.
4. Demonstrate the use of graphs to model many types of relations and processes in physical, biological. Social and information system.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Construct mathematical arguments using logical connectives	1 ,2,3	2
CO2	Student should learn about predicate logic in mathematical statements. Student should understand the concept of logical inference and be able identify valid and invalid arguments.	1 ,2,3	2
CO3	To understand and to distinguish different types of relations and functions.	1 ,2,3	2
CO4	Student should develop the ability to use logical reasoning to prove properties of relations and functions.	1 ,2,3	2

CO5	Illustrate the concept of isomorphic graphs and isomorphism invariant properties of graphs	1,2,3	2
CO6	Develop a model using advanced concepts of graph for real world applications	1,2,3	2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4		√				
CO5		√				
CO6			√			

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	1											3	
CO2	3	2	3											3	
CO3	3	1	2											3	
CO4	3	2	3											3	
CO5	3	2	2											3	
CO6	3	2	2											3	

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Mathematical Logic: Propositions, Logical Connectives and truth tables (Illustrative Examples), Logical equivalence, Laws of logic, Duality, NAND and NOR connectives (Circuits), Converse, Inverse and Contrapositive, Rules of Inference, Quantifier, Logical implication involving quantifiers.

Applications: Design of computing machines, artificial intelligence, definition of data structures for programming languages etc

UNIT – 2

Relations and Functions : Cartesian product of sets (Illustrative Examples), Matrices and Digraph of the relations, Properties of relations, Equivalence relations, Partial ordered relations, Posets, Hasse diagrams, Extremal elements in posets, Types of Functions, The pigeon hole principle, Sterling number of second kind.

Application: Data structures, Class-based object-oriented systems, Machine learning, Databases, Pattern matching, and by extension, compilers

UNIT – 3

Introduction to graph theory: Konigsberg's bridge problems, Utilities problem, Seating Problem, Graphs, Representation of Graphs. Directed graphs, Incidence, Adjacency, Degree, In degree, Out degree, Regular graphs, Complete graphs, Null Graph, Bipartite Graphs, Isomorphism, Directed Graphs, Sub graphs, Walk, Trail, Path, Circuit, Cycle, Connected and disconnected graphs.

Applications: Finding shortest routes in car navigation systems, Search engines use ranking algorithms based on graph theory, Analysis of social networks, Compilers use coloring algorithms to assign registers to variables, Path planning in robotics.

UNIT – 4

Euler and Hamiltonian graphs and Graph coloring: Definition of Euler Graphs, Hamiltonian Graphs, Standard Theorems on Euler and Hamiltonian graphs, planar graph, Dual of planar graphs, Graph coloring, Chromatic polynomial, Five Color Theorem, Matching, , Cut set, Network flow, and its applications.

Applications: Graph coloring especially used various in research areas of science such data mining, image segmentation, clustering, image capturing, networking etc.

TEXT BOOKS:

1. Ralph P Grimaldi, "Discrete and Combinatorial Mathematics", Pearson Education, 5th Edition, 2014.
2. Nasingh Deo, "Graph Theory with Applications to Engineering Computer Science", Prentice-Hall, 2014.

REFERENCE BOOKS:

1. Keneth H Rosen, "Discrete Mathematics and its applications", 5th Edition,, Tata McGraw Hill, 2014.
2. C L Liu, "Elements of Discrete Mathematics", 4th edition, Tata MacGraw Hill 2014.
3. Thomas Khoshy, "Discrete Mathematics with applications", Elsevier, 2012.
4. Ralph P Grimaldi, "Discrete and Combinatorial Mathematics", Pearson Education, Asia, 2015.
5. Frank Harary, "Graph Theory", Norosa, 2013.
6. J. A. Bondy and V. S. R. Murthy, "Graph Theory with Applications", Macmillan, London, 2013.

JOURNALS/MAGAZINES:

1. <https://www.journals.elsevier.com/discrete-mathematics>
2. <http://www.math.iit.edu/~kaul/Journals.html>
3. <https://www.siam.org/publications/journals/siam-journal-on-discrete-mathematics-sidma>
4. <https://onlinelibrary.wiley.com/journal/10970118>
5. <https://iopscience.iop.org/article/10.1088/1742-6596/1175/1/012069/meta>
6. <https://iopscience.iop.org/article/10.1088/1742-6596/1188/1/012065/meta>
7. <https://www.worldscientific.com/worldscinet/jml>
8. <https://www.scimagojr.com/journalsearch.php?q=12000154480&tip=sid>

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/111/107/111107058/>
2. <https://nptel.ac.in/courses/106/103/106103205/>
3. https://onlinecourses.swayam2.ac.in/cec20_ma02/preview
4. https://onlinecourses.nptel.ac.in/noc20_ma05/preview
5. https://onlinecourses.swayam2.ac.in/cec20_ma03/preview
6. <https://www.coursera.org/learn/graphs>

Course Title	Professional Ethics				Course Type	FC		
Course Code	B22CS0301	Credits	2		Class	III Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	2	2	2				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	2	2	2	28	-	50	50

COURSE OVERVIEW:

To enable the students to imbibe and internalize the values and ethical behavior in the personal and professional lives

COURSE OBJECTIVE(S):

1. Understand the professional rules of conduct for Engineers.
2. Appreciate codes of conduct, professional rules of conduct.
3. Recognize the conflict of interest and develop strategies.
4. Understand the importance of communication with all stake holders.
5. Apply practical strategies for handling ethical dilemmas.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understanding basic purpose of profession, professional ethics and various moral and social issues.	1,2,6,8 to 12	
CO2	Awareness of professional rights and responsibilities of a Engineer, safety and risk benefit analysis of a Engineer.	1,2,4,6,8 to 12	
CO3	Acquiring knowledge of various roles of Engineer in applying ethical principles at various professional levels.	1,6,8,9,10, 12	
CO4	Professional Ethical values and contemporary issues.	1,6,8,12	
CO5	Apply practical strategies for handling ethical dilemmas.	1,4,6,8,10, 12	
CO6	Appreciate codes of conduct, professional rules of conduct.	1,4,8,12	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4		√				
CO5			√			
CO6		√				

COURSE ARTICULATION MATRIX:

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	--	--	--	3	--	3	2	2	1	3			
CO2	2	3	--	1	--	2	--	3	2	2	1	3			
CO3	2	--	--	--	--	2	--	3	2	2	0	2			
CO4	2	--	--	--	--	1	--	3	--	--	--	2			
CO5	2	--	--	1	--	1	--	3	1	--	--	2			
CO6	2	--	--	1	--	--	--	3	--	--	--	2			

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**UNIT – I**

Introduction to Professional Ethics: Basic Concepts, Governing Ethics, Personal & Professional Ethics, Ethical Dilemmas, Life Skills, Emotional Intelligence, Thoughts of Ethics, Value Education, Dimensions of Ethics, Profession and professionalism, Professional Associations, Professional Risks, Professional Accountabilities, Professional Success, Ethics and Profession.

UNIT-II

Basic Theories: Basic Ethical Principles, Moral Developments, Deontology, Utilitarianism, Virtue Theory, Rights Theory, Casuist Theory, Moral Absolution, Moral Rationalism, Moral Pluralism, Ethical Egoism, Feminist Consequentialism, Moral Issues, Moral Dilemmas, Moral Autonomy.

UNIT-III

Professional Practices in Engineering: Professions and Norms of Professional Conduct, Norms of Professional Conduct vs. Profession; Responsibilities, Obligations and Moral Values in Professional Ethics, Professional codes of ethics, the limits of predictability and responsibilities of the engineering profession

UNIT-IV

Work Place Rights & Responsibilities, Ethics in changing domains of Research, Engineers and Managers; Organizational Complaint Procedure, difference of Professional Judgment within the Nuclear Regulatory Commission (NRC), the Hanford Nuclear Reservation.

TEXT BOOKS:

1. Professional Ethics: R. Subramanian, Oxford University Press, 2015.
2. Ethics in Engineering Practice & Research, Caroline Whitbeck, 2e, Cambridge University Press 2015.

REFERENCE BOOKS:

1. Engineering Ethics, Concepts Cases: Charles E Harris Jr., Michael S Pritchard, Michael J Rabins, 4e , Cengage learning, 2015.
2. Business Ethics concepts & Cases: Manuel G Velasquez, 6e, PHI, 2008.

Course Title	ENTREPRENEURSHIP				Course Type		FC	
Course Code	B22CI0309	Credits	1		Class		III semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	1	1	1				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	1	1	1	14	0	25%	25%

COURSE OVERVIEW:

Course Description: This is an *introductory course* is designed to provide the foundational concepts of *entrepreneurship*, including the definition of *entrepreneurship*, the profile of the *entrepreneur*, and the role of venture creation in society. The course also provides a bird's eye view on the steps to start a venture, financing, marketing as well as support by various institutions towards entrepreneurship.

COURSE OBJECTIVE

1. To understand the basic terms, concepts in Entrepreneurship Development.
2. To apply for the supporting schemes towards women entrepreneurship.
3. To understand the various institutional support schemes for entrepreneurship.
4. Gain expertise to apply government schemes and support for entrepreneurship.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand key terms, definitions, and concepts used in Entrepreneurship Development	1	1
CO2	Apply the concepts and build a business environment for which entrepreneurs act applicable for women empowerment.	1,2	1,2
CO3	Analyze the institutional schemes for startup and understand the sources for availing financial support from various schemes.	1,2	1,2
CO4	Plan a startup and understand the resources available for finance and the supporting schemes offered by state and central governments and other entrepreneurial development organizations.	1,2	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	√	√				
CO2	√	√	√			
CO3		√	√	√		
CO4		√	√	√		

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2		1			1				1			2	1	
CO2	2	2	1			1				1			2	1	
CO3	2	2	1			1				1			2	1	
CO4	2	2	1			1				1			2	1	

Note:1-Low,2-Medium,3-High

**COURSE CONTENT
THEORY**
Contents
UNIT-1
INTRODUCTION TO ENTREPRENEURSHIP
4 Hours

Evolution of term 'Entrepreneurship', Factors influencing entrepreneurship', Psychological factors, Social factors, Economic factors, Environmental factors. Characteristics of an entrepreneur, Difference between Entrepreneur and Entrepreneurship, Types of entrepreneurs. New generations of entrepreneurship viz. social entrepreneurship, Entrepreneurship, Health entrepreneurship, Tourism entrepreneurship

UNIT-2
WOMEN ENTREPRENEURSHIP
3 Hours

Women entrepreneurship, Barriers to entrepreneurship, Creativity and entrepreneurship, Innovation and inventions, Skills of an entrepreneur, Decision making and Problem Solving

UNIT-3
INSTITUTIONAL SUPPORT FOR ENTREPRENEURSHIP
4 Hours

Organization Assistance to an entrepreneur, New Ventures, Industrial Park (Meaning, features, & examples), Special Economic Zone (Meaning, features & examples), Financial assistance by different agencies, MSME Act Small Scale Industries, Carry on Business (COB) licence, Environmental Clearance.

UNIT-4
GOVERNMENT SUPPORT FOR ENTREPRENEURSHIP
3 Hours

National Small Industries Corporation (NSIC), e-tender process, Excise exemptions and concession, Exemption from income tax, The Small Industries Development Bank of India(SIDBI), Incentives for entrepreneurs

TEXT BOOKS:

1. K. Ramachandran," Entrepreneurship Development", Tata Mc. Graw Hill, 2008.
2. Sangeeta Sharma, "Entrepreneurship Development", PHI Publications, 2016.

REFERENCE BOOKS:

1. Baringer and Ireland, "Entrepreneurship", 11th Edition, Pearson, 2020.
2. P. Narayana Reddy, "Entrepreneurship – Text and Cases", Cengage Learning India, 1st edition, 2010
3. Paul Burns, "Corporate Entrepreneurship: Building The Entrepreneurial Organization", Palgrave Macmillan.
4. Drucker F Peter, "Innovation and Entrepreneurship", 1985. Heinemann, London.
5. Donald F Kuratko & Richard M, "Entrepreneurship in the New Millennium", India Edition.

JOURNALS/MAGAZINES

1. International Small Business Journal: <https://journals.sagepub.com/home/isb>
2. Journal of Development Entrepreneurship: <https://www.worldscientific.com/worldscinet/jde>

SWAYAM/NPTEL/MOOCs:

1. Entrepreneurship: <https://nptel.ac.in/courses/110/106/110106141/>

Course	Course Title	Environmental Science				Course Type	MC	
	Course Code	B22AS0303/ B22AS0403	Credits	-		Class	III Semester	
	Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
		Lecture	-	2	2			
		Tutorial	-	-	-	Theory	CIE	SEE
		Practical	-	-	-			
		Total	-	2	2	28	-	-

Overview:

Environmental Science is focussed on a holistic understanding of earth systems in order to learn from the past, comprehend the present and influence the future. It is the study of how physical, chemical and biological processes maintain and interact with life, and includes the study of how humans affect nature. As environmental science is at the cross-roads of the natural sciences, it provides an enriching alternative to a single-subject honours degree, and can open the door to an exciting range of career options. This approach enables us to tackle necessary problems, such as ensuring that human needs are met in a sustainable way, so that everyone has access to clean water and air, and the resources required for agriculture and industrial activity.

COURSE OBJECTIVES:

The objectives of this course are to:

1. Familiar with current and emerging environmental engineering and global issues and have an understanding of ethical and societal responsibilities.
2. Recognize the need for engaging in life-long learning.
3. Study various types of energy (conventional & non-conventional) resources and natural resources.
4. Acquire knowledge with respect to biodiversity, threats, conservation and appreciate the concept of ecosystem.
5. Know about sources, effects and control measures of environmental pollution, degradation, and waste management.
6. Explore the ways for protecting the environment.

COURSE OUTCOMES (COs):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand, analyse and execute favorable environmental conditions and the role of individual, government and NGO in environmental protection.	1,2,3,7	1
CO2	List the causes, effects & remedial measures of environmental pollution, degradation & find ways to overcome them by suggesting the pollution controlled products.	1,2,3,7	1
CO3	Get motivation to find new renewable energy resources with high efficiency through active research and innovation.	1,2,3,7	1

CO4	Critically analyse the ecological imbalances and provide recommendations to protect the environment.	1,2,3,7	1
CO5	Explore the condition of environmental degradation and waste management techniques and take promising measures to make our environment ecofriendly.	1,2,3,7	1
CO6	Identify new methodologies for conservation of our natural resources and ecosystem.	1,2,3,7	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES:

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	✓	✓				
CO2	✓	✓				
CO3	✓					
CO4	✓					
CO5	✓	✓				
CO6	✓					

COURSE ARTICULATION MATRIX:

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	3	1				2						1		
CO2	3	2	2				2						1		
CO3	2	2	2				3						1		
CO4	2	2	1				3						1		
CO5	3	2	2				2						1		
CO6	2	1	1				3						1		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENTS:

THEORY:

Contents

UNIT-1

Environment and Environmental Protection:

7 Hr.

Basics of environment: Introduction & definition to Environment, objectives and guiding principles of environmental education, Components of environment, Structure of atmosphere, Sustainable environment/Development, Impact of technology on the environment in terms of modern agricultural practices and industrialization, Environmental Impact Assessment.

Environmental protection: Role of Government - Assignments of MOEF, Functions of central and state boards, Institutions in Environment and People in Environment, Environmental Legislations, Initiative and Role of Non-government organizations in India and world.

UNIT-2

Environmental pollution, degradation & Waste management:

7 Hr.

Environmental Pollution: Definition, sources and types, Pollutant-Definition & classification, Concepts of air pollution, water pollution, Automobile Pollution-Causes, Effects & control measures.

Environmental degradation: Introduction, Global warming and greenhouse effect, Acid rain-formation & effects, Ozone depletion in stratosphere and its effect, Montreal and Kyoto protocols, The Chemical Weapons Convention (CWC).

Waste management: Municipal solid waste, Bio-medical waste and Electronic waste (E-Waste).

UNIT-3

Energy & Natural resources:

7 Hr.

Energy: Definition, classification of energy resources, electromagnetic radiation-features and applications, Conventional/Non-renewable sources – Fossil fuels based (Coal, petroleum & natural gas), nuclear energy, Non-conventional /renewable sources – Solar, wind, hydro, biogas, biomass, geothermal, ocean thermal energy, Hydrogen as an alternative as a future source of energy.

Natural resources: Water resource - Global water resource distribution, Water conservation methods, Water quality parameters, Uses of water and its importance.

Mineral resources - Types of minerals, Methods of mining & impacts of mining activities.

Forest wealth - Importance's, Deforestation-Causes, effects and controlling measures

UNIT-4

Ecology, ecosystem & field work:

7 Hr.

Ecology - Definition, branches, objectives and classification, Concept of an ecosystem – Structure and functions, Components of ecosystem-abiotic and biotic.

Levels of biological diversity: Genetic, species and ecosystem diversity; Biogeography zones of India; Biodiversity patterns and global biodiversity hot spots. India as a mega-biodiversity nation; Endangered and endemic species of India. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity.

Biogeochemical cycles and its environmental significance: Carbon and nitrogen cycle, Energy flow in ecosystem, food chains –types, food web & Ecological Pyramids.

Field work: Visit to waste water/sewage treatment plant (STP) and biogas plant at REVA university campus, and/or Visit to a local polluted site-Urban/Rural/Industrial/Agricultural.

TEXT BOOKS:

1. R.J. Ranjit Daniels and Jagadish Krishnaswamy, “Environmental Studies”, Wiley India Private Ltd., New Delhi, Co-authored & Customised by Dr.MS Reddy & Chandrashekar, REVA University, 1st Edition, 2017.
2. R.J. Ranjit Daniels and Jagadish Krishnaswamy, “Environmental Studies”, Wiley India Private Ltd., New Delhi, 2nd Edition, 2014.
3. Benny Joseph, “Environmental Studies”, Tata McGraw – Hill Publishing Company Limited, 2nd Edition, 2008.
4. Dr.S.M.Prakash, “Environmental Studies”, Elite Publishers, Mangalore, 2nd Edition, 2009.
5. Rajagopalan R, “Environmental Studies – from Crisis to cure”, Oxford University Press, 3rd Edition, 2016.

Evaluation pattern:

Internal Assessment-1 will be conducted as a subjective test for 25 Marks which covers Unit-1 and Unit-2 of the syllabus. This exam will be conducted during IA-1 examinations slot.

Internal Assessment-2 will be conducted as a subjective test for 25 Marks which covers Unit-3 and Unit-4 of the syllabus. This exam will be conducted during IA-2 examinations slot.

Semester End Exam will be conducted for 50 Marks and evaluation is based on the subjective test of unit-1, unit-2, unit-3 and unit-4. This exam will be conducted during semester end examination slot.

Course Title	Operating Systems				Course Type		HC	
Course Code	B22EF0301	Credits	3		Class		III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

This course starts with a brief historical perspective of the evolution of operating system and then covers the major components of most of the operating systems. The operating system provides a well-known, convenient, and efficient interface between user programs and the bare hardware of the computer on which they run. The operating system is responsible for allowing resources (e.g., disks, networks, and processors) to be shared, providing common services needed by many different programs (e.g., file service, the ability to start or stop processes, and access to the printer) and protecting individual programs from one another.

Emphasis is given to three major OS subsystems: process management (processes, threads, CPU scheduling, synchronization, and deadlock), memory management (segmentation, paging, swapping) and file systems.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the major components and different services of Operating system.
2. Implement process management and scheduling schemes.
3. Discuss synchronization and deadlock techniques in real time applications.
4. Demonstrate memory management techniques for a machine architecture.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify the major components and services of Operating System.	1 to 5,12	1
CO2	Summarize process scheduling, scheduling algorithm and multithreading of Operating System.	1 to 5,12	1,2
CO3	Assess the Performance of different CPU Scheduling algorithm for the given real-world applications.	1 to 5,12	1,2
CO4	Apply the concept of synchronization and deadlock process.	1 to 5,12	1,2
CO5	Build methods to overcome synchronization problems and to avoid deadlocks.	1 to 5, 9,12	1,2
CO6	Compare and contrast the physical and virtual memory management techniques.	1 to 5,12	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	✓					
CO2		✓				
CO3						✓
CO4			✓			
CO5			✓			
CO6			✓			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	2	1	1							1	2		
CO2	2	2	2	2	1							1	3	1	
CO3	2	1	2	3	1							1	3	1	
CO4	2	1	2	2	1							1	2	1	
CO5	1	2	1		1							1	2	2	
CO6	1	2	2	1	1							1	1	1	

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Operating System Principles: Evolution of Operating Systems, Structural overview, Types of Operating System and operations, Computing environments, Operating System Services, User - Operating System interface, System calls and system programs, Operating System structure.

UNIT – 2

Process Management: Process concept, process scheduling, Operations on processes, Inter process communication. Multi-Threaded Programming, Overview, Multithreading models, Thread Libraries, threading issues. Process scheduling: Basic concepts, scheduling criteria, scheduling algorithms,

UNIT – 3

Synchronization and Deadlock: The Critical section problem; Peterson's solution; Synchronization hardware; Semaphores; Classical problems of synchronization: The Bounded-Buffer Problem, The Readers–Writers Problem. Deadlock definition, Deadlock characteristics, Deadlock Prevention, Deadlock Avoidance: banker's algorithm, Deadlock detection and Recovery.

UNIT – 4

Memory Management: Memory Management Strategies, Swapping, contiguous memory allocation, Paging, structure of page table, Segmentation. Virtual Memory Management: Background, Demand paging, copy-on-write, Page replacement, Allocation methods, Thrashing.

Self-learning components:

Virtual machines and Introduction to Linux Operating System, Introduction to Distributed computing, Parallel computing, grid computing, cloud computing, File System.

PRACTICE:

TEXT BOOKS:

1. Abraham Silberschatz, Peter Bear Galvin, Greg Gagne, Operating System Principles, Wiley Asia Student Edition, 2009.
2. William Stallings, Operating Systems: Internals and Design Principles, Prentice Hall of India, seventh edition, 2011.
3. D. M. Dhamdhere; Operating Systems: A Concept-Based Approach; Tata McGraw-Hill, Third edition 2012.

REFERENCE BOOKS:

1. Frederic Magoules, Jie Pan, Kiat-An Tan, Abhinit Kumar, Introduction to Grid Computing, CRC Press, Second Edition, 2014
2. Andrew Tanenbaum & Albert Woodhull, Operating Systems: Design and Implementation. Prentice-Hall, Third edition, 2014.

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/document/1658969>
2. <https://ieeexplore.ieee.org/document/1646682>
3. <https://ieeexplore.ieee.org/abstract/document/402081>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc20_cs04/preview
2. <https://www.coursera.org/lecture/os-power-user/introduction-r0c5h>
3. https://onlinecourses.swayam2.ac.in/cec20_cs06/preview

Course Title	Object Oriented Programming with Java				Course Type	HC		
Course Code	B22EF0302	Credits	3		Class	III Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50%	50%

COURSE OVERVIEW:

In this course the students shall learn Java's unique architecture which enables them to develop a single application that can run across multiple platforms seamlessly and reliably. The students shall also gain extensive experience with Java, object-oriented features and GUI programming skills which helps them to provide solutions to solve real world problems.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Impart elementary and the basic object-oriented programming concepts and apply them in problem solving.
2. Illustrate the concept of inheritance and Polymorphism to reuse code and the implementation of packages and interfaces.
3. Introduce the concepts of exception handling and Collection.
4. Demonstrate the concept of event handling used in GUI developed using swing.

COURSE OUTCOMES(COs)

After the completion of the course, the students will be able to

CO#	Course Outcomes	POs	PSOs
CO1	Illustrate the object-oriented programming features of JAVA.	1 to 5, 9, 10, 12	1, 2, 3
CO2	Make use of the concepts of inheritance and polymorphism to improve the code reusability.	1 to 5, 9, 10, 12	1, 2, 3
CO3	Examine applications using packages, abstract classes, and interfaces in solving complex problems.	1 to 5, 9, 10, 12	1, 2, 3
CO4	Analyze the usage of String, String constant pool and string methods, String Builder and String Buffer concepts	1 to 5, 9 to 12	1, 2, 3
CO5	Explain the insights of Exception Handling, implementing customized exception and inner classes.	1 to 5, 9 to 12	1, 2, 3
CO6	Develop the applications using Collection Framework and wrapper classes.	1 to 5, 9 to 12	1, 2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3				√		
CO4				√		
CO5					√	
CO6						√

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	3	1	3				3	1		3	3	3	3
CO2	3	2	3	1	3				3	1		3	3	3	3
CO3	3	2	3	2	3				3	2		3	3	3	3
CO4	3	2	3	2	3				3	2	2	3	3	3	3
CO5	3	2	3	2	3				3	2	2	3	3	3	3
CO6	3	2	3	2	3				3	3	3	3	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**Unit-1****OOPS CONCEPTS AND JAVA FUNDAMENTALS:**

OOPs Concepts: Introduction to Software and types of software's, Procedural and object-oriented programming paradigm, Differences between C++ and java, Classes and objects, data abstraction, encapsulation, inheritance, benefits of inheritance, polymorphism.

Java programming: History of java, JDK, JRE, JVM Architecture, Java Programming environment, comments, data types, variables, constants, scope and life time of variables, operators, operator hierarchy, expressions, control flow statements, jump statements arrays, console input and output, Introducing classes, Methods and Constructors, types of constructors.

Unit-2**INHERITANCE, POLYMORPHISM, PACKAGES AND INTERFACES:**

Inheritance: Basic concepts, Types of inheritance, Member access rules, Usage of this and Super key word,

Polymorphism: Method Overloading, Method overriding, Abstract classes, Dynamic method dispatch, Usage of final keyword.

Packages and Interfaces: Defining package, Types of packages, Access protection, importing packages, Defining and Implementing interfaces, and Extending interfaces, marker interface.

Unit-3

STRINGS, EXCEPTION HANDLING AND INNER CLASSES:

Strings: Introduction to strings, String constant pool, strings methods, String Buffer class, String Builder class, Creating Immutable class, to String (), StrigTokenizer class.

Exception Handling: Fundamentals of exception handling, Exception types, Checked and Unchecked Exceptions, using try and catch, try with resource, multiple catch clauses, nested try statements, throw, rethrow, throws and finally, built- in exceptions, creating own exception sub classes, chained exceptions.

Inner classes: Introduction to inner classes, Types of Inner classes.

Unit-4

WRAPPER CLASSES AND COLLECTION FRAMEWORK:

Wrapper classes: Introduction to wrapper classes, Auto Boxing and Auto unboxing, types of wrapper classes

Collection Framework: Collections overview, Collection Interfaces, The Collection classes- Array List, Linked List, Hash Set, Tree Set, stack, vector, Priority Queue, Array Deque, Map interface, Hash Map, Linked Hash Map, Hash table, Sorted Map interface, Comparable and Comparator interface, Tree Map , java cursors, enum class .

TEXT BOOKS:

1. HerbertSchildt, "Java™:The Complete Reference",McGraw-Hill,Twelfth Edition,2021.
2. Understanding OOP with Java, up dated edition, T.Budd, Pearson education.

REFERENCE BOOKS:

1. Kathy Sierra and Bert Bates Head First Java, O reilly, 2nd Edition, 2020.
2. Cay S. Horstmann, "Core Java™ Volume I—Fundamentals", Prentice Hall, Tenth Edition, 2015.
3. Joshua Bloch, "Effective Java",Addison-WesleyProfessional,ThirdEdition,2017.
4. David Gallardo, Ed Burnette, Robert McGovern,"Eclipse in Action a guide for java developers", Manning Publications,2003.
5. Ed Burnette, "Eclipse IDE Pocket Guide: Using the Full-Featured IDE", O'Reilly Media, Inc, USA,2005.
6. Ken Kousen, "Modern Java Recipes", O'Reilly Media, Inc.,2017.
7. Oracle Java Documentation. (<https://docs.oracle.com/javase/tutorial/>)

JOURNALS/MAGAZINES:

1. <https://www.javadevjournal.com/>
2. <https://blogs.oracle.com/javamagazine/>
3. <https://ieeexplore.ieee.org/document/5464387>
4. <https://files.eric.ed.gov/fulltext/EJ1075126.pdf>

5. <https://www.sciencedirect.com/science/article/pii/S0167642304000590>
6. <https://www.informingscience.org/Publications/4322?Source=%2FJournals%2FJITEIP%2FArticles%3FVolume%3D0-0>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc19_cs84/preview
2. <https://www.classcentral.com/course/swayam-programming-in-java-12930>
3. <https://swayam.gov.in/explorer?searchText=java>

SELF-LEARNINGEXERCISES:

1. The Eclipse-IDE
2. Streams
3. Multithreading
4. JavaFX
5. Networking- JDBC

Course Title	Data Structures				Course Type		Theory (HC)	
Course Code	B22EF0303	Credits	3		Class		III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	--	50	50

COURSE OVERVIEW:

This course covers basic data structures, techniques, and their implementation in C. The course introduces concepts of Dynamic Memory Management, Pointers, Structures, and Linked Lists and their types. This course also introduces Stacks, Queues, Trees and Graphs and their significance.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the basic Concepts of Data Structures with C.
2. Illustrate the creation and use of singly and doubly Linked list in C.
3. Demonstrate the use of Stacks and Queues in real world applications.
4. Discuss the concept and applications of Trees and Graphs.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Make use of arrays, pointers, and structures concepts to solve real world problems	1 to 5,9,10,12	1
CO2	Construct different types of Linked Lists to solve real world problems	1 to 5, 9,10,12	1,2
CO3	Experiment with stacks to solve real world problems.	1 to 5, 9,10,12	1,2
CO4	Apply queues to solve real world problems.	1 to 5, 9,10,12	1,2
CO5	Develop solutions for real world problems using trees.	1 to 5, 9,10,12	1,2,3
CO6	Develop solutions for representing graphs.	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 ₀	PO1 ₁	PO1 ₂	PSO ₁	PSO ₂	PSO ₃
CO1	3	2	2	3	2				3	3		3	3		
CO2	3	2	3	3	2				3	3		3	3	3	
CO3	3	1	2	3	1				3	3		3	3	3	
CO4	3	1	3	3	2				3	3		3	3	3	
CO5	3	3	3	3	1				3	3		3	3	3	3
CO6	3	3	3	3	2				3	3		3	3	3	3

Note:1-Low,2-Medium,3-High

COURSE CONTENT

THEORY:

UNIT – 1

Introduction: Introduction to Data Structures, Classification, Dynamic Memory Management in C: Dynamic Memory Allocation, Dynamic Memory Allocation Functions, Deallocating Memory Using the free Function, Dangling Pointers, Dynamic Memory Allocation Technologies, Pointer and Arrays, Pointers, and Structures.

UNIT – 2

Self-Referential Structures, **Linked Lists**: Singly linked List: SLL/CSLL without Header, SLL/CSLL with Header with detailed operations; Doubly linked List: DLL/CDLL without Header, DLL/CDLL with Header with detailed operations; Linked Stacks and Queues. Programming Examples.

UNIT – 3

Stacks: Definition, Stack Operations, Array Representation of Stacks, Stacks using Dynamic Arrays and Linked Lists, Stack Applications: Polish notation, Infix to postfix conversion, evaluation of postfix expression.

Queues: Definition, Array Representation, Queue Operations, Circular Queues, Circular queues using Dynamic arrays and Linked Lists, Priority Queues, Multiple Stacks and Queues. Programming Examples.

UNIT – 4

Trees: Terminology, Binary Trees, Properties of Binary trees, Array and linked Representation of Binary Trees, Binary Tree Types, Binary Tree Traversals - Inorder, postorder, preorder; Binary Search Trees – Definition, Insertion, Deletion, Traversal, Searching. Programming Examples. **Graphs**: Definitions, Terminologies, Matrix and Adjacency List Representation of Graphs,

TEXTBOOKS:

1. Richard Reese, Understanding and Using C Pointers, First Edition, O'Reilly, 2013.
2. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
3. Seymour Lipschutz, Data Structures With C, Schaum's Outlines, McGraw Hill Education, 2017.
4. Data Structures using C, E Balagurusamy ; McGraw-Hill Education (India), 2013

REFERENCE BOOKS:

1. Richard Gilberg, Behrouz Forouzan, "DataStructures: A Pseudocode Approach with C", Cengage Learning, 2004.
2. Debasis Samanta, "Classic DataStructures", second edition, PHI Learning Private Limited, 2011.

JOURNALS/MAGAZINES:

1. <https://www.imedpub.com/scholarly/data-structure-journals-articles-ppts-list.php>
2. https://www.mdpi.com/journal/algorithms/special_issues/Efficient_Data_Structures
3. <https://ieeexplore.ieee.org/document/4055607>
4. <https://ieeexplore.ieee.org/abstract/document/6312216>
5. <https://www.sciencedirect.com/science/article/pii/S0022000083900065>
6. <https://www.sciencedirect.com/journal/journal-of-algorithms>

SWAYAM/NPTEL/MOOCs:

1. Coursera – Data Structures and Algorithms Specialization
2. Coursera – Data Structures, University of California San Diego
3. Data Structures and Algorithms, National Research University Higher School of Economics
4. <https://nptel.ac.in/courses/106/102/106102064/>
5. <https://nptel.ac.in/courses/106/106/106106127/>
6. <https://nptel.ac.in/courses/106/103/106103069/>

SELF-LEARNING EXERCISES:

1. Storing game entities in an array
2. Pseudo-random number generators
3. Reversing an array using a stack
4. Matching parentheses and HTML tags
5. Double ended queue
6. Application of tree traversals

Course Title	Digital Logic and Design				Course Type		HC	
Course Code	B22EH0301	Credits	3		Class		III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3	Theory	Practical	CIE	SEE
	Tutorial	-	-	-				
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

This course provides an introduction to Logic design and the basic building blocks used in Digital systems, in particular Digital computers. It starts with the discussion of Combinational Logic: Logic gates, Minimization techniques and Arithmetic circuits. The course introduces theoretical foundation for Sequential circuits: Flip-flops and Design of Sequential circuits using Moore & Mealy models.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Make use of K Map and Quine McClusky methods for simplifying Boolean expressions;
2. Make choice of suitable data Processing circuits for a given application;
3. Know the behavior of Flip Flops and Use them in building Shift registers and counters.
4. Build Synchronous sequential circuits designed using Moore and Mealy Models.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply knowledge of binary systems, logic gates and Boolean functions to minimize and implement digital circuits	1,2,3,4,5,12	1,2,3
CO2	Understand working of combinational circuits used for Data processing applications	1,2,3,4,5,12	1,2,3
CO3	Analyze the Flip Flops and express their behavior in various forms.	1,2,3,4,5,12	1,2,3
CO4	Analyze and Implement Shift Register, Counters using Flip flops.	1,2,3,4	1,2,3
CO5	Demonstrate models used in the design of sequential circuits.	1,2,3,4,5,12	1,2,3
CO6	Use Moore and Mealy models for designing sequential circuits.	1,2,3,4,5,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2		√				
CO3				√		
CO4				√		
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO/ PO	Program Outcomes														
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PSO 3
CO 1	3	3	3	2	1							1	3	3	3
CO 2	3	3	3	3	2							2	3	2	3
CO 3	3	3	2	2	1							1	3	2	3
CO 4	3	3	2									3	3	2	3
CO5	3	2	3	1	1							1	3	2	3
CO6	3	3	3	2	2							2	3	2	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Combinational Circuits: Minterms and Maxterms, SOP and POS, The Map Method, Two-Variable K-Map, Three-Variable K-Map, Four Variable K-Maps. Products of Sum Simplification, Sum of Products Simplification, Don't – Care Conditions, NAND and NOR Implementation, Simplification by Quine McClusky method .

UNIT – 2

Data Processing Circuits: Half adder, Full adder, Half subtractor, Full Subtractor, Binary Adder/ Subtractor, BCD Adder, Fast Adder, Multiplexers, De-Multiplexers, Decoders, Encoders, Magnitude Comparator. HDL Implementation

UNIT – 3

Synchronous Logic: Latches, Flip-Flops-RS,JK , MSJK,T and D, Shift Registers- Types, Ring Counter and Johnson Counter, Counters- Ripple Counters –Analysis and design. HDL Implementation

UNIT – 4

Design of Synchronous Sequential Circuits: Synchronous Counters –Analysis and design, Model Selection, State Transition Diagram, State Synthesis Table ,Design Equations and Circuit Diagram , Algorithmic State Machine

TEXT BOOKS:

1. D P Leach, A P Malvino, and Goutham Saha, Digital Principles and Applications, Tata McGraw-Hill, 8th edition, 2006.
2. Fundamentals of Logic Design, 5/e, Roth, Cengage.

REFERENCE BOOKS:

1. Digital Logic and Computer Design, M.Morris Mano, PEA.
2. Modern Digital Electronics, R.P. Jain, TMH

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/108106177>
2. <https://nptel.ac.in/courses/117105080>

SELF-LEARNING EXERCISES:

1. 5-variable K –Map simplification
2. Vending Machine

Course Title	JAVA Programming Lab				Course Type		HC	
Course Code	B20EF0305	Credits	1		Class		III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial					Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25	25

COURSE OVERVIEW:

This Laboratory course supplements the material taught in the theory course programming with J2SE (Java2 standard Edition). The objective of this course is to get hands-on experience in JAVA programming and implementing the concepts learnt in the theory course. Laboratory exercises will normally be conducted using windows operating System with Eclipse Integrated Development Environment (IDE). The Students will experience the classes, objects, Exception handling, wrapper classes, strings and collection framework and also thread concepts.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Learn fundamentals of object-oriented programming in Java using hands-on.
2. Familiarize Java environment to create, debug and run simple Java programs using JDK, JRE, and JVM and also learn how to use Integrated Development Environment (IDE) either Eclipse /Net beans to create Java Application.
3. Demonstrate Primitives types as objects using wrapper classes and Collection Framework Data Structure and importance of strings, Exception Handling, Abstract classes and interfaces.
4. Develop an application to address real time issues.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply basic syntactic concepts of creating classes, Objects and constructors with all primitive types and Control statements.	1 to 3,5,9,10,12	1
CO2	Solve problems using Access Modifies, polymorphism, inheritance etc.	1 to 5, 9,10,12	1,3
CO3	Develop solutions using the concepts of abstract classes, interfaces, packages.	1 to 5, 9,10,12	1,2, 3
CO4	Interpret the concepts of Exception Handling, Strings.	1 to 5, 9,10,12	1,2, 3
CO5	Design Java applications using objects instead of primitives using wrapper classes and Collection Framework Data structure, Inter thread	1 to 6, 9,10,12	1,2, 3
CO6	Design and develop solution to address real time applications.	1 to 6, 9,10,12	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2					√	
CO3						√
CO4					√	
CO5						√
CO6						√

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	2	2		1				1	2		2	2		
CO2	1	2	2	2	1				2	2		2	2		3
CO3	1	2	1	1	1				2	2		2	2	3	3
CO4	1	2	3	1	2				2	2		2	3	3	3
CO5	1	2	2	1	3	2			3	2		2	3	3	3
CO6	1	2	2	1	3	2			3	2		3	3	3	3

Note: 1-Low, 2-Medium, 3-High

PRACTICE:

No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
Part-A			
1.	Write a Java program using class and objects concept, to read two distances (in feet and inches) and print their sum in feet and inches, note that if total inches are more than 12 then it would be consider as 1 feet.	Windows/Linux OS, IDE	Understanding class and objects.
2.	Write a java program to find ncr and npr using recursion.	Windows/Linux OS, IDE	Applying concept of Recursion using java

3.	Write a java program to read 2 decimal numbers, convert decimal number to binary number and also find sum of 2 binary numbers.	Windows/Linux OS, IDE	Understanding the concept of Constructors, Control
4.	Write a java program to demonstrate the working of the banking system, where it consisting of the functionalities a. Display all account details b. Search by account number c. Deposit the amount d. Withdraw the amount	Windows/Linux OS, IDE	Understanding the concept of instance methods and instance variables
5.	Write a java program to check whether the given matrix is sparse matrix or not. And also find sum of all the elements of the sparse matrix	Windows/Linux OS, IDE	Usage of Arrays
6.	Write a java program to demonstrate the User defined exception.	Windows/Linux OS, IDE	Creation of User defined Exception using Inheritance
7	Write a java program to demonstrate Serializable Marker interface.	Windows/Linux OS, IDE	Understanding Serialization and Deserialization using marker interface concepts
8	Consider Banking Application to pay the monthly EMI for the given principal amount, duration and rate of interest. Demonstrate this application using abstract class and interfaces. e: At least consider minimum three Banks classes	Windows/Linux OS, IDE	Understanding data abstraction using abstract classes and interface
9	Write a java program to swap (exchange) first and last character of each word in the given string.	Windows/Linux OS, IDE	Usage of immutable concepts using Strings.
10	Write a java program using Hash Map to check two strings are Anagram or not.	Windows/Linux OS, IDE	Application of Map Interface in strings
11	Write a Java program to Demonstrate Comparator interface and Array list to sort student's information by considering student names and students roll number.	Windows/Linux OS, IDE	Creation of List interface to demonstrate the application of comparator interface.

12	Write a java program for producer and consumer problem.	Windows/Linux OS, IDE	Creation of threads in inter process communication

Sl. No.	Part B Mini Project
1	Develop a project for Airline reservation system List with the following modules: 1. PASSENGER a) Add member b) Delete member c) Search for member d) Edit member 2. FLIGHT a. Add Flight b. Delete Flight c. Search Flight d. Display Flights RESERVATION a. Book b. Cancel Title: Airline Reservation system Problem Definition: <i>"Airline Reservation System"</i> main aim is to provide the online ticket & seat reservation of National and International Flights and give the information about flight departures. Solution: Develop a project to implement an Airline reservation system with the following modules: 1. PASSENGER a. Add member b. Delete member c. Search for member d. Edit member 2. FLIGHT a. Add Flight b. Delete Flight

	c. Search Flight d. Display Flights RESERVATION a. Book b. Cancel

TEXT BOOKS:

1. Cay S. Horstmann, "Core Java® SE 9 for the Impatient", Addison Wesley, Second Edition, 2018.
2. Herbert Schild, "Java™: The Complete Reference", McGraw-Hill, Tenth Edition, 2018.
3. David Gallardo, Ed Burnette, Robert McGovern, "Eclipse in Action a guide for java developers", Manning Publications, 2003.
4. Ed Burnette, "Eclipse IDE Pocket Guide: Using the Full-Featured IDE", O'Reilly Media, Inc, USA, 2005.

Course Title	Data Structures Lab Using C				Course Type	HC		
Course Code	B22EF0306	Credits	1		Class	III Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	NIL	28 Hrs	25	25

COURSE OVERVIEW:

The Data Structure Laboratory in C is designed to provide hands-on experience in implementing and manipulating various data structures using the C programming language. This lab course complements the theoretical knowledge gained in the Data Structures lecture, allowing students to apply their understanding to real-world scenarios. Through a series of practical exercises and projects, students will develop their programming skills, problem-solving abilities, and proficiency in working with fundamental data structures.

COURSE OBJECTIVES:

The objectives of this course are to

1. Understand the principles and importance of data structures in software development.
2. Implement fundamental data structures, such as arrays, linked lists, stacks, queues, trees, and graphs, in C.
3. Apply appropriate data structures to solve various computational problems.
4. Enhance problem-solving skills through hands-on programming exercises.
5. Collaborate effectively in a programming environment by working on team projects.

COURSE OUTCOMES:

On successful completion of this course; the student will be able to

CO#	Course Outcomes	POs	PSOs
CO1	Apply arrays, pointers, and structures concepts to solve real world problems	1 to 5,9,10,12	1
CO2	Demonstrate use different types of Linked Lists to solve real world problems	1 to 5, 9,10,12	1,2
CO3	Illustrate use apply stacks to solve real world problems.	1 to 5, 9,10,12	1,2
CO4	Demonstrate use queues to solve real world problems.	1 to 5, 9,10,12	1,2
CO5	Develop solutions for real world problems using trees.	1 to 5, 9,10,12	1,2,3
CO6	Apply critical thinking and problem-solving skills to solve complex problems involving data structures.	1 to 6, 9,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6			√	√	√	

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	2	3	2				3	3		3	3		
CO2	3	2	3	3	2				3	3		3	3	3	
CO3	3	1	2	3	1				3	3		3	3	3	
CO4	3	1	3	3	2				3	3		3	3	3	
CO5	3	3	3	3	1				3	3		3	3	3	3
CO6			3	2	3				2			3	3	3	3

Note:1-Low,2-Medium,3-High

Sl No.	Title of the Experiment
	Part A
1.	Pointers and Arrays: You are working on a genetics research project and have been tasked with creating a C program to analyze genetic sequences. Genetic sequences are represented as strings of characters (A: Adenine, T: Thymine, C: Cytosine, and G: Guanine), where each character represents a nucleotide in the DNA sequence. You need to develop a C program that performs basic analysis on genetic sequences provided by the user. The program will use dynamic memory allocation to store the genetic sequences and arrays to store the analysis results. The program will have the following functionalities: Input Genetic Sequences: The program should prompt the user to input a number of genetic sequences. Each sequence should be stored dynamically in memory. Analysis Functions: Count Nucleotides: Write a function that takes a genetic sequence as input and counts the occurrences of each nucleotide (A, C, G, and T) in that sequence. Store the counts in an array. Calculate GC Content: Write a function that calculates the GC content (the percentage of G and C nucleotides) of a genetic sequence. Store the GC content in an array. The GC content of a DNA sequence is calculated using the following formula: $GC\ Content = \frac{Number\ of\ G\ and\ C\ nucleotides}{Total\ number\ of\ nucleotides} \times 100$ Display Results: After analyzing all the input sequences, display the analysis results for each sequence. Display the counts of each nucleotide and the calculated GC content. Requirements: - Use dynamic memory allocation to store genetic sequences. - Use arrays to store the analysis results (nucleotide counts and GC content) for each sequence. - Implement separate functions for counting nucleotides and calculating GC content. - Use appropriate data types and structures to store the information. Sample Output: Genetic Sequence Analyzer Enter the number of genetic sequences: 3 Enter genetic sequence 1: ATCGATTAGCGTCA Enter genetic sequence 2: GCGCGCGTGCAT Enter genetic sequence 3: TACGTACGTACGTACG Analysis Results: Sequence 1: A: 3 C: 3 G: 3

	T: 3 GC Content: 33.33% Sequence 2: A: 2 C: 5 G: 5 T: 1 GC Content: 70.00% Sequence 3: A: 4 C: 4 G: 4 T: 4 GC Content: 50.00% Note: In this experiment, you're practicing dynamic memory allocation and array usage. The scenario involves real-world genetics data analysis, making it more engaging and practical.
2.	Pointers and Structures: You are tasked with simulating the behavior of particles in a 2D space using C programming. Each particle is represented by its position (<code>x`</code> and <code>y`</code> coordinates as floats) and velocity (<code>vx`</code> and <code>vy`</code> components as floats). Your goal is to write a program that does the following: 1. Define a structure named <code>Particle`</code> with attributes for position and velocity components.</li> <li>2. Declare an array of <code>Particle`</code> structures to store information for a maximum of 4 particles. 3. Populate the array with sample data for 3 particles, including their positions and velocities. 4. Write a function <code>updateParticle`</code> that takes a pointer to a <code>Particle`</code> structure as its argument and updates the particle's position based on its velocity. You can assume a constant time step for simplicity. 5. Write a function <code>printParticle`</code> that takes a pointer to a <code>Particle`</code> structure as its argument and displays the particle's position and velocity in a formatted manner. 6. In the <code>main`</code> function, simulate the movement of particles by repeatedly calling the <code>updateParticle`</code> function for each particle and then calling the <code>printParticle`</code> function to display their updated information. Provide the C code to implement the above scenario. Note: In this experiment, you're practicing pointers and structure usage. The scenario involves particle simulation in physics.
3.	Dynamic Memory Allocation, Arrays, and Structures: Tic-Tac-Toe Game In this programming experiment, you will implement a Tic-Tac-Toe game in C that utilizes dynamic memory allocation, arrays, and structures. The game will be played between two players, 'X' and 'O', on a 3x3 grid. The program will dynamically allocate memory for the grid and use structures to represent the players and their moves.

	1. Create a structure named <code>Player</code> with the following attributes: a. char symbol: To store the player's symbol ('X' or 'O'). b. int score: To store the player's score (1 for win, 0 for loss). 2. Implement a function named <code>initializeGrid</code> that dynamically allocates memory for a 3x3 grid. Initialize the grid with empty spaces (' '). 3. Implement a function named <code>printGrid</code> that takes the dynamically allocated grid as input and prints the current state of the Tic-Tac-Toe grid. 4. Implement a function named <code>checkWin</code> that checks if a player has won the game. It should take the grid and the current player's symbol as input and return 1 if the player has won, 0 otherwise. 5. Implement the main function: a. Initialize two instances of the <code>Player</code> structure, one for 'X' and one for 'O'. b. Use a loop to alternate between players and allow them to make moves. c. For each move, prompt the current player to enter their row and column choices. d. Validate the inputs to ensure they are within the valid range and the chosen cell is not already occupied. e. After each move, update the grid and print its current state. f. Check if the current player has won using the <code>checkWin</code> function. g. If a player wins, update their score and display the winner. h. If the grid is full and no one has won, display a tie message. 6. Properly deallocate the dynamically allocated memory for the grid at the end of the program. 7. Use proper error handling and input validation to handle incorrect user inputs gracefully. Note: This exercise focuses on dynamic memory allocation, arrays and structures.
4.	Doubly Linked List: A linked list is a linear data structure used in computer science and programming for storing and organizing a collection of elements. A linked list can be visualized as a chain of nodes, where each node points to the next node, creating a sequence. Create a C program on a doubly linked list that has a header node which maintains additional information of the list like – Number of nodes. Perform insertion at beginning, at end, at a position in the list, perform deletion at beginning, at end and of an item from the list, also include a display operation to display the contents of the list. Your program must be a menu driven program that provides choices to perform various operations. The node should contain the SRN, Name, branch and semester information of students in a college. Note: In this exercise, you will practice implementing a doubly linked list.
5.	Implementing a Stack using Linked List: You are required to implement all the basic stack operations i.e., push, pop, peek, isEmpty, and display. The following are the rubrics to be followed while preparing the code. 1. Data Structures: a. Define a structure Node to represent each element of the linked list. It should contain two fields: a data field to store the value, and a pointer to the next node. b. Define a structure Stack to represent the stack. It should contain a pointer to the top node of the linked list. 2. Initialization: a. Implement a function void initialize(Stack *stack) to initialize the stack. This function should set the top pointer to NULL. 3. Push Operation: a. Implement a function void push(Stack *stack, int value) to push an element onto the stack. b. Create a new node with the provided value and link it to the top of the stack.

	4. Pop Operation: - Implement a function int pop(Stack *stack) to pop an element from the stack. - Return the value of the top node, update the top pointer, and free the memory of the popped node. 5. Peek Operation: - Implement a function int peek(Stack *stack) to retrieve the value of the top element without removing it. - Return the value of the top node without modifying the stack. 6. isEmpty Operation: - Implement a function int isEmpty(Stack *stack) to check if the stack is empty. - Return 1 if the stack is empty, and 0 otherwise. 7. Display Operation: - Implement a function void display(Stack *stack) to display the elements of the stack from top to bottom. - Traverse through the linked list and print each element's value. 8. Testing: - Create a menu driven main function to test your stack implementation. - Perform a sequence of push, pop, and peek operations to demonstrate the functionality of the stack. - Test edge cases, such as popping from an empty stack and peeking into an empty stack, to ensure proper error handling. Implement error handling for edge cases, such as stack overflow and underflow. For example, if the stack is full and a push operation is attempted, or if a pop operation is attempted on an empty stack, display appropriate error messages. Note: In this exercise, you will practice implementing a stack data structure using a linked list.
6.	Circular Queue Implementation with Linked Storage: You have been tasked with implementing a circular queue data structure using linked storage in C language. The queue should include a header node that stores the number of nodes in the queue, as well as the largest and smallest values currently present in the queue. Implement the following operations for this circular queue: Initialize Queue: Write a function to initialize an empty circular queue with a header node. The header node should have its count initialized to 0, and largest and smallest initialized to appropriate values. Enqueue: Write a function to enqueue an integer value into the circular queue. Update the header node's count, largest, and smallest accordingly. Dequeue: Write a function to dequeue an element from the circular queue. Update the header node's count, largest, and smallest appropriately. Get Largest Value: Write a function to retrieve the largest value from the circular queue. Get Smallest Value: Write a function to retrieve the smallest value from the circular queue. Display Queue: Write a function to display the elements of the circular queue, starting from the front. Note: In this exercise, you will practice implementing a queue data structure using a linked list.
7.	Infix to Postfix Conversion using Dynamic Stack: Write a C program to convert an infix expression containing the operators +, -, *, /, %, and ^, along with parentheses, into its postfix form. Your program should use a dynamic flexible array to implement the stack for the conversion process. The program should also be case-insensitive, meaning that it should recognize operators and operands regardless of their case (upper or lower). Your program should perform the following steps:

	1. Read an infix expression from the user. 2. Convert the infix expression to postfix using the dynamic stack. 3. Display the resulting postfix expression. Remember to handle operator precedence and associativity correctly during the conversion process.
8.	Evaluating Postfix Expressions using Linked List-based Stack: Write a C program to evaluate a postfix expression using a linked list to implement the stack. The program should validate inputs to ensure that only numbers and valid operators are accepted. Your program should perform the following steps: 1. Define a structure for a linked list node that holds an integer value and a pointer to the next node. 2. Implement functions to perform stack operations (push, pop, isEmpty, etc.) using the linked list. 3. Implement a function to evaluate a postfix expression. The function should accept a string containing the postfix expression and return the result of the evaluation. 4. The program should validate the input expression to ensure that only numbers and valid operators (+, -, *, /, %) are present. Any other characters should be considered invalid input. 5. Display appropriate error messages if the input expression is invalid or if there's a problem during evaluation.
9.	Round Robin Scheduling Simulation – Queues: You have been tasked with implementing a round robin scheduling simulation using a dynamically allocated array-based queue in C. Your goal is to help manage a set of processes and simulate their execution based on the round robin scheduling algorithm, assuming time of arrival is same for all processes. Write a C program that accomplishes the following tasks: 1. Prompt the user to enter the number of processes. 2. For each process, prompt the user to enter the burst time. 3. Prompt the user to enter the time quantum for the round robin scheduling. 4. Implement the round robin scheduling algorithm using a dynamically allocated array-based queue. 5. Display a Gantt chart that shows the execution order of processes along with their respective start and end times. 6. Ensure that the queue is properly managed for task scheduling. 7. Free any dynamically allocated memory before the program exits.
10.	Complete Binary Tree: You are tasked with implementing a program that creates a complete binary tree from user input and offers different traversal options. Complete binary trees are special binary trees where all levels are completely filled except possibly the last level, and nodes are added from left to right. Your program should perform the following steps: 1. Take input from the user for the number of elements `n` and then `n` elements to create a complete binary tree. 2. Implement a function to insert elements into the complete binary tree in level order. 3. Implement functions to perform inorder, preorder, and postorder traversals of the created binary tree. 4. Provide a menu-driven main function that allows the user to choose from the following options: a. Inorder Traversal b. Preorder Traversal c. Postorder Traversal

	d. Exit Your implementation should create the complete binary tree and allow the user to select a traversal method from the menu. Each traversal method should display the corresponding order of node values. Write a complete C program to achieve the above functionality. You are free to use any standard C libraries and programming constructs.
11.	Binary Tree Routing Table Create a C program to demonstrate the use of binary search tree (BST) in implementing a basic routing table for a network. Binary search trees are a type of binary tree where each node has at most two children, and the values in the left subtree are smaller than the node's value, while the values in the right subtree are greater. This property allows for efficient searching and insertion. The program should output appropriate nextHop or "Route not found" message based on destination IP address. The program should do the following tasks: Binary Search Tree (BST): In a binary search tree routes must be organized based on the destination IP addresses. The left subtree of a node contains routes with smaller destination IP addresses, and the right subtree contains routes with larger destination IP addresses. Route Insertion Criteria: Create a function insert to insert a new route into the binary search tree. • If the tree is empty (i.e., root is NULL), a new node is created with the route and returned. • If the tree is not empty, the function compares the destination IP address of the new route with the destination IP address of the current node. • If the new route's destination IP is less than the current node's destination IP, the insertion continues in the left subtree recursively. • If the new route's destination IP is greater than or equal to the current node's destination IP, the insertion continues in the right subtree recursively. • The function returns the modified subtree after inserting the new route. This structure ensures that when performing a routing lookup, the program can efficiently traverse the tree to find the appropriate next hop based on the destination IP address. Look up: Create lookup function for performing a routing lookup in the binary search tree (BST) to find the appropriate next hop for a given destination IP address. Delete Node: Create a function deleteNode to delete a node with a specific destination IP address from the binary tree routing table.
12.	Implementing a Symbol Table using Binary Search Tree (BST) In this programming exercise, you will have the opportunity to implement a symbol table using a Binary Search Tree (BST). A symbol table is a fundamental data structure used in various

	applications to store key-value pairs. In this case, you will be creating a symbol table that stores words and their corresponding frequencies. Your task is to implement a C program that demonstrates the use of a Binary Search Tree as a symbol table. The program should allow users to input words, which will be inserted into the BST. Each word's frequency will be tracked. After inserting words, the program should display the contents of the symbol table and prompt the user to enter a word for searching. If the word is found in the symbol table, its frequency should be displayed; otherwise, a message indicating that the word is not in the table should be shown.
	Part B (Projects)
	Students have to do two projects, one project testing the skills of structures, arrays, pointers with linked lists before IA1. The second project that test skills of data structure application on stacks and queues along with binary search trees would be submitted before IA2. The rubrics shall be given in the laboratory.

TEXTBOOKS:

1. Richard Reese, Understanding and Using C Pointers, First Edition, O'Reilly, 2013.
2. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
3. Seymour Lipschutz, Data Structures With C, Schaum's Outlines, McGraw Hill Education, 2017.
4. Data Structures using C, E Balagurusamy ; McGraw-Hill Education (India), 2013

REFERENCE BOOKS:

1. Richard Gilberg, Behrouz Forouzan, "DataStructures: A Pseudocode Approach with C", Cengage Learning, 2004.
2. Debasis Samanta, "Classic DataStructures", second edition, PHI Learning Private Limited, 2011.

Course Title	Digital Logic and Design Lab				Course Type	HC		
Course Code	B22EH0302	Credits	2		Class	III Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2		28	25	25

Course Objectives:

The objectives of this course are to:

1. Design, build and test Combinational Digital logic circuits
2. Design, build and test Sequential Digital logic circuits
3. Simulate Combinational logic circuits using HDL.
4. Simulate Sequential logic circuits using HDL

Course Outcomes:

On successful completion of this course; student shall be able to:

CO #	Course Outcomes	POs	PSOs
CO1	Design combinational Digital logic circuits for the given specification and test the design.	1,2,3,4,9,10,12	1,2,3
CO2	Design sequential Digital logic circuits for the given specification and test the design.	1,2,3,4,9,10,12	1,2,3
CO3	Use EVM technique to simplify the Boolean expression and implement the simplified expression using Multiplexers	1,2,3,4,9,10,12	1,2,3
CO4	Demonstrate the Xilinx tool usage for simulating Digital logic circuits described using HDL	1,2,3,4,9,10,12	1,2,3
CO5	Make use of Xilinx tool to Simulate combinational logic circuits described using VHDL and verify the behavior.	1,2,3,4,9,10,12	1,2,3
CO6	Make use of Xilinx tool to Simulate sequential logic circuits described using VHDL and verify the behavior	1,2,3,4,9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1						√
CO2						√
CO3			√			
CO4		√				
CO5			√			
CO6			√			

Course Articulation Matrix:

	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	3	3	3					3	3		2	3	1	2
CO 2	3	3	3	3					3	3		2	3	1	2
CO 3	3	3	3	3					3	3		3	3	1	3
CO 4	2	3	3	3	3				3	3		3	3	1	3
CO5	2	3	3	3	3				3	3		3	3	1	3
CO6	2	3	3	3	3				3	3		3	3	1	3

S.NO	LAB EXPERIMENTS	
1.	a.	Realization of Basic gates using Universal Gates.
	b.	Design and develop VHDL code to realize Basic gates using Universal gates.
2.	a.	Realization of Half adder and Full adder using logic gates.
	b.	Design and develop VHDL code to realize Half adder and Full adder.
3.	a.	Realization of Full Subtractor using 3:8 decoder IC 74138.
	b.	Realization of Half Subtractor using basic gates.
4.	a.	Given a 4-variable logic expression, simplify it using Entered Variable Map and realize the simplified logic expression using 8:1 multiplexer IC.
	b.	Design and develop the VHDL code for an 8:1 multiplexer. Simulate and verify it's working.
5.	a.	Realization of Master Slave JK flip flop truth table using IC 7476 and verify Delay and toggle flip flop using MSJK flip flop IC.
	b.	Design and develop VHDL code for D and T Flip-Flop with positive-edge triggering. Simulate and verify it's working.
6.		Design and implement a mod-n ($n < 8$) synchronous up counter using J-K Flip-Flop ICs and demonstrate its working.
7.	a.	Design and implement a ring counter using 4-bit shift register and demonstrate its working.
	b.	Design and develop VHDL code for Johnson counter. Simulate and verify it's working.
8.	a.	Design and implement an asynchronous counter using decade counter IC 7490 to count up from 0 to n ($n \leq 9$) and demonstrate its working.
	b.	Design and develop VHDL code for mod-8 up counter, Simulate and verify it's working.
9.		Design and develop VHDL code for 1-bit and 2-bit magnitude comparator, Simulate and verify it's working.

10.		Design and develop VHDL code for 8 to 3 Encoder and 1:4 De-multiplexer, Simulate and verify it's working.

TEXT BOOKS:

1. VHDL: Programming by Example, Douglas L. Perry, Fourth Edition.
2. Carl Hamacher ,ZvonkoVranesic, SafwatZaky, NaraigManjikian, "Computer Organization and Embedded Systems", Sixth Edition, Mcgrahill

IV SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE /MC/ SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22EI0401	Embedded Systems for IoT	HC	3	0	0	3	3	50	50	100	PCC
2	B22EE0310	Universal Human Values	HC	2	0	0	2	2	50	50	100	HSMC
3	B22EN0308	Technical Documentation	FC	1	0	0	1	1	25	25	50	PCC
4	B22MEM301	Indian Constitution	MC	2	0	0	0	2				HSMC
5	B22EF0401	Design and Analysis of Algorithms	HC	3	0	0	3	3	50	50	100	PCC
6	B22EF0402	Database Management Systems	HC	3	0	0	3	3	50	50	100	PCC
7	B22EF0403	Computer Organization and Architecture	HC	3	0	0	3	3	50	50	100	PCC
8	B22EIS41X	Professional Elective 1	SC	3	0	0	3	3	50	50	100	PEC
9	B22EF0404	Algorithms Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0405	Database Management Systems Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EF0406	Microcontroller and IOT Lab	HC	0	0	1	1	2	25	25	50	PCC
12	B22EI0402	Skill Development course 2	SDC	0	0	2	2	4	50	50	100	SDC
TOTAL				20	0	5	23	30	450	450	900	
TOTAL SEMESTER CREDITS				23								
TOTAL CUMULATIVE CREDITS				88								
TOTAL CONTACT HOURS				30								
TOTAL MARKS				900								

Course Title	Embedded Systems for IoT				Course Type	HC		
Course Code	B22EI0401	Credits	3		Class	IV Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

The explosive growth of the “Internet of Things” is changing our world and the rapid drop in price for typical IoT components is allowing people to innovate new designs and products at home. In this course Embedded systems, IoT, the current components of typical IoT devices and trends for the future. IoT design considerations, constraints and interfacing between the physical world and your device will also be covered.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Describe the Embedded Systems and IoT.
2. Demonstrate the Design and Choosing of the components HW platforms.
3. Illustrate the use of Basics of Networking, Machine-to-Machine interaction.
4. Demonstrate the insights of accessing data from a Cloud frame work.

COURSEOUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand the embedded systems form the foundation of both cyber-physical systems and IoT devices.	1 to 5,9 10,12	1,2
CO2	Recognize the models of Computation for Embedded Systems	1 to 5,9,10,12	1,2
CO3	Make use of the concept of hardware selection process interconnected with the software and overall system design.	1 to 5,9,10,12	1,2, 3
CO4	Demonstrate networking, M2M interaction, and IoT communication that enable the seamless functioning of	1to 5,9,10,12	1,2
CO5	Build cloud computing paradigm of computing that involves the delivery of computing services over the internet ("the cloud") to users and organizations.	1to 5,9,10,12	1,3
CO6	Explore the interdisciplinary arena of embedded systems and IoT to address the complex challenges and opportunities	1to 5,9,10,12	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4		√				
CO5		√				
CO6			√			

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2				3	3		1	3	3	
CO2	3	3	2	3	1				3	3		1	3	3	
CO3	3	3	2	3	3				3	3		1	3	3	3
CO4	3	3	2	3	1				3	3		1	3	3	
CO5	3	2	3	3	3				3	3		1	3		3
CO6	3	3	2	3	3				3	3		1		3	3

Note:1-Low,2-Medium,3-High

COURSE CONTENT

THEORY:

Unit-1:

Embedded Systems and IoT:

Introduction to microprocessors and micro controllers, 4,8-,16- and 32-bit microcontrollers, application areas, examples, Common characteristics, Challenges and design flows, Modeling of Embedded Systems - Requirements, models of computation, Finite State Machines, Timed Automata, State Charts, Modeling of Hierarchy; Data flow modeling , Discrete Event Modeling , Continuous and Discrete time system concepts.

Unit-2:

Design - Choosing the components HW platforms - Processors, Sensors, Actuators; SW stack – RTOS, Scheduling Real Time control tasks, IoT Fundamentals - Devices, Gateway; Elements of IoT - IoT Functional blocks, IoT Communication Modules and API.

Unit-3:

Basics of Networking, Machine-to-Machine interaction, IoT Communication Protocols MQTT, ZigBee, Bluetooth, CoAP, UDP, TCP.

Unit-4:

Concept of Cloud Computing: Everything as a Service (XaaS), Role of Cloud; Software Components - Programming API's; IoT Application Development - Solution Framework for IoT, Fault Tolerance in IoT based Systems.

TEXTBOOKS

1. Peter Mardwel, Embedded System Foundations of Cyber Physical Systems Springer 2nd Edition.
2. E. A. Lee, SanjitSeshia Introduction to Embedded Systems – A Cyber–Physical Systems Approach.
3. Rajeev Alur, Principles of Cyber-Physical Systems.

REFERENCE BOOKS:

1. Pethuru Raj and Anupama C. Raman (CRC Press) , The Internet of Things : Enabling Technologies, Platforms and Use Cases.
2. Arshdeep Bagha and Vijay Madiseti Internet of Things: A Hands-on Approach.
3. Research articles from Journals and Conference Proceedings.

SWAYAM NPTEL/MOOCs:

1. <https://tinyurl.com/4j28vzx2>

Course Title	Universal Human Values				Course Type		FC	
Course Code	B22EE0310	Credits	2		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	2	2	2	Theory	Practical	IA	SEE
	Tutorial	0	0	0				
	Practical	0	0	0				
	Total	2	2	2	28	0	50%	50%

COURSE OVERVIEW

COURSE OBJECTIVE

1. Development of a holistic perspective based on self- exploration about themselves (human being), family, society and nature/existence.
2. Understanding (or developing clarity) of the harmony in the human being, family, society and nature/existence
3. Strengthening of self-reflection.
4. Development of commitment and courage to act

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand the significance of value inputs in a classroom and start applying them in their life and profession.	PO6,PO8	1
CO2	Distinguish between values and skills, happiness and accumulation of physical facilities, the Self and the Body, Intention and Competence of an individual, etc.	PO7,PO8	
CO3	Understand the role of a human being in ensuring harmony in society and nature.	PO6,PO8	
CO4	Demonstrate the role of human being in the abatement of pollution.	PO7,PO8	1
CO5	Describe appropriate technologies for the safety and security of the society as responsible human being.	PO7,PO8	1
CO6	Distinguish between ethical and unethical practices and start working out the strategy to actualize a harmonious environment wherever they work.	PO8	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyse (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3		√				
CO4			√			
CO5		√				
CO6			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1						1		3					1	
CO2							1	2						
CO3						1		2						
CO4							1	2					1	
CO5							1	2					1	
CO6								3						

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

Content

Unit-1

Happiness and Prosperity- A look at basic Human Aspirations. Right understanding, Relationship, basic requirements for fulfilment of aspirations of every human being with their correct priority. Understanding Happiness and Prosperity correctly, Method to fulfil human aspirations: understanding and living in harmony at various levels, Understanding human being as a co-existence of the sentient 'I' and the material 'Body'. Understanding the needs of Self ('I') and 'Body' - happiness and physical facility. Understanding the Body as an instrument of 'I' (I being the doer, seeker and enjoyer). Understanding the characteristics and activities of 'I' and harmony in 'I'. Understanding the harmony of I with the Body: Sanyam and Health; correct appraisal of Physical needs, meaning of Prosperity in detail.

Unit - 2

Understanding values in human-human relationship; meaning of Justice (nine universal values in relationships) and program for its fulfilment to ensure mutual happiness; Trust and Respect as the foundational values of relationship. Understanding the meaning of Trust; Difference between intention and competence. Understanding the meaning of Respect, Difference between respect and differentiation; the other salient values in relationship. Understanding the harmony in the society (society being an extension of family): Resolution, Prosperity, fearlessness (trust) and co-existence as comprehensive Human Goals. Visualizing a universal harmonious order in society- Undivided Society, Universal Order- from family to world family.

Unit - 3

Understanding the harmony in the Nature. Interconnectedness and mutual fulfilment among the four orders of nature-recyclability and self-regulation in nature. Understanding Existence as Co-existence of mutually interacting units in all-pervasive space. Holistic perception of harmony at all levels of existence. Include practice sessions to discuss human being as cause of imbalance in nature (film "Home" can be used), pollution, depletion of resources and role of technology etc.

Unit - 4

Natural acceptance of human values. Definitiveness of Ethical Human Conduct. Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order. Competence in professional ethics: a. Ability to utilize the professional competence for augmenting universal human order b. Ability to identify the scope and characteristics of people friendly and eco-friendly production systems, c. Ability to identify and develop appropriate technologies and management patterns for above production systems. Case studies of typical holistic technologies, management models and production systems. Strategy for transition from the present state to Universal Human Order: a) At the level of individual: as socially and ecologically responsible engineers, technologists and managers b) At the level of society: as mutually enriching institutions and organizations

Text Book:

1. R R Gaur, R Sangal, G P Bagaria, Human Values and Professional Ethics, Excel Books, New Delhi, 2010
2. A.N Tripathy, Human Values, New Age Intl. Publishers, New Delhi, 2004.
3. R.R. Gaur, R. Sangal and G.P. Bagaria, A Foundation Course in Human Values and Professional Ethics, ExcelBooks, New Delhi, 2010
4. Bertrand Russell, Human Society in Ethics & Politics, Routledge Publishers, London, 1992

Reference Books:

1. Corliss Lamont, Philosophy of Humanism, Humanist Press, London, 1997
2. I.C. Sharma, Ethical Philosophy of India Nagin & co Julundhar, 1970
3. Mohandas Karamchand Gandhi, The Story of My Experiments with Truth, Navajivan Mudranalaya, Ahmadabad, 1993

Course Title	Technical Documentation				Course Type	FC		
Course Code	B22EN0308	Credits	1		Class	IV Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment Weightage	
	Lecture	1	1	1				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	1	1	1	14	-	50%	50 %

COURSE OVERVIEW: Technical writing is all about strategically placing facts and figures in a sensible and user-understandable way. A structured approach encourages creating a better output, all the while considering available resources and objectives. This course focusses on various factors to improve the skills of Technical documentation.

COURSE OBJECTIVES:

The objectives of this course are to:

1. Acquire language skills
2. Develop linguistic and communicative competencies
3. Study academic subjects more effectively using the theoretical and practical components of English syllabus, and hence will develop study skills and communication skills in formal and informal situations.

COURSE OUTCOMES (COs):

On successful completion of this course; the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Produce effective engineering documents that enable readers to access relevant information.	6,8,9,10,12	1
CO2	Learn to avoid communication problems that distract the readers, causing confusions, distrust, or misunderstanding.	6,8,9,10,12	1
CO3	Practice various verbal reasoning and grammar practice.	6,8,9,10,12	1
CO4	Search engineering information, both in traditional ways and online.	6,8,9,10,12	1
CO5	Write research/design reports with special emphasis on content and style.	6,8,9,10,12	1
CO6	Improve the art of presentations in team	6,8,9,10,12	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES:

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	√					
CO2	√					
CO3		√				
CO4		√				
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX:

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1						1		1	2	2		2	1		
CO2						1		1	2	2		2	1		
CO3						1		1	2	2		2	1		
CO4						1		1	2	2		2	1		
CO5						1		1	2	2		2	1		
CO6						1		1	2	2		2	1		

Note:1-Low,2-Medium,3-High **COURSE**

CONTENTS:**THEORY:****Contents****UNIT – 1**

Information Design and Development- Different kinds of technical documents, Information development life cycle, factors affecting information and document design, Technical Writing, Grammar and Editing- Technical writing process, forms of discourse, Writing drafts and revising, Collaborative writing, creating indexes, technical writing style and language. Basics of grammar, study of advanced grammar, editing strategies to achieve appropriate technical style.

UNIT-2

Advanced Technical Communication : Introduction to advanced technical communication, Usability, Managing technical communication projects, time estimation, Single sourcing, Localization, Writing reports, project proposals, brochures, newsletters, technical articles, manuals, official notes, business letters, memos, progress reports, minutes of meetings, event report.

TEXT BOOKS:

1. David F. Beer and David McMurrey, Guide to writing as an Engineer, John Willey. New York, 2004
2. Diane Hacker, Pocket Style Manual, Bedford Publication, New York, 2003. (ISBN 0312406843)
3. Shiv Khera, You Can Win, Macmillan Books, New York, 2003.
4. Raman Sharma, Technical Communications, Oxford Publication, London, 2004.
5. Dale Jungk, Applied Writing for Technicians, McGraw Hill, New York, 2004. (ISBN: 07828357-4)
6. Sharma, R. and Mohan, K. Business Correspondence and Report Writing, TMH New Delhi 2002.
7. Xebec, Presentation Book, TMH New Delhi, 2000. (ISBN 0402213).

Course Title	Indian Constitution				Course Type		MC	
Course Code	B22MEM301	Credits	0		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	0	2	2				
	Tutorial	0	0	0				
	Practical	0	0	0	Theory	Practical	IA	SEE
	Total	0	2	2	28	0	50 %	50 %

COURSE OVERVIEW

The Constitution of India lays down in defining fundamental political principles, establishes the structure, procedures, powers and duties of government institutions and sets out fundamental rights, directive principles and duties of citizen. It helps to know and understand state executive and elections system of India.

COURSE OBJECTIVES

The objectives of this course are to:

1. Know about the basic structure of Indian Constitution.
2. Know the Fundamental Rights (FR's), DPSP's and Fundamental Duties (FD's) of our constitution.
3. Know about our Union Government, political structure & codes, procedures.
4. Know the State Executive & Elections system of India.
5. Learn the Amendments and Emergency Provisions, other important provisions given by the constitution

COURSE OUTCOMES (Cos)

After the completion of the course, the student will be able to:

CO	Course Outcomes	Pos	PSOs
CO1	Analyse the basic structure of Indian Constitution	6,8,9, 12	
CO2	Remember their Fundamental Rights, DPSP's and Fundamental Duties (FD's) of our constitution	6,8,9, 12	
CO3	Know about Indian Union Government, political structure & codes, procedures.	6,8,9, 12	
CO4	Understand our State Executive & Elections system of India	6,8,9, 12	
CO5	Understand the Amendments and Emergency Provisions, other important provisions given by the constitution	6,8,9, 12	
CO6	Understand constitutional amendments till today	6,8,9, 12	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1				√		
CO2		√				
CO3		√				
CO4		√				
CO5		√				
CO6		√				

COURSE ARTICULATION MATRIX

CO / Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1						2		1	1			1			
CO2						2		1	1			1			
CO3						2		1	1			1			
CO4						2		1	1			1			
CO5						2		1	1			1			
CO6						2		1	1			1			

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

Unit – 1

Indian Constitution: Necessity of the constitution, societies before and after the constitution adoption, introduction to the Indian constitution, making of the constitution, role of the constituent assembly.

Unit – 2

Salient features of India Constitution: Preamble of Indian constitution and key concepts of the preamble, fundamental rights and its restriction and limitations in different complex situations.

Unit – 3

DPSP's and Fundamental Duties: Directive Principles of State Policy (DPSP's) and its present relevance in Indian society, fundamental duties and its scope and significance in nation, union executive: parliamentary system, union executive – president, prime minister, union cabinet.

Unit – 4

Executive and Elections system of India: Parliament - LS and RS, parliamentary committees, important parliamentary terminologies, judicial system of India, supreme court of India and other courts, judicial reviews and judicial activism, state Executive and Governor, CM, state cabinet, legislature - VS & VP, election commission, elections and electoral process, amendment to constitution, and important constitutional amendments till today, emergency provisions.

TEXT BOOKS:

1. Kapoor, S.K., "Human rights under International Law and Indian Law", Prentice Hall of India, New Delhi, 2002.
2. Basu, D.D., "Indian Constitution", Oxford University Press, New Delhi, 2002.

REFERENCES BOOKS

1. M V Pylee, "An Introduction to Constitution of India", S Chand & Company, 5th Edition.
2. Durga Das Basu, "Introduction to constitution of India", LexisNexis, 23rd Edition.

ourse Title	Design and Analysis of Algorithms				Course Type	HC	
Course Code	B22EF0401	Credits	3		Class	IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3			

COURSE OVERVIEW:

It is a conceptual course which gives insight to the students about different algorithm design techniques. Understanding the fundamental concepts of writing algorithms for the given problem using appropriate algorithmic design technique and analyzing for its time complexity makes students to develop problem solving skill sets and coding methodology.

This course introduces techniques for the design and analysis of efficient algorithms and methods of applications. Deals with analyzing Time and Space complexity of algorithms and to evaluate trade-offs between different algorithms.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Develop a solid understanding of fundamental concepts in algorithm design, analysis, and data structures.
2. Enhance problem-solving skill sets and strategies for designing efficient algorithms.
3. Learn techniques for analyzing the efficiency of algorithms, including Time and Space complexity analysis.
4. Evaluate the learned concepts and techniques to solve a variety of complex problems using different algorithms.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand of fundamental algorithmic concepts	1, 2, 3, 5, 9,12	1,2,3
CO2	Design efficient algorithms and solve a variety of problems	1, 2, 3, 5, 9,12	1,2
CO3	Develop the skills to analyze the time complexity and space complexity of algorithms.	1, 2, 3, 5, 6, 9, 12	1,2
CO4	Analyze different algorithmic techniques and data structures to solve the problems efficiently.	1, 2, 3, 5, 6, 9, 12	1,2,3
CO5	Apply the knowledge and skills to solve problems that require algorithmic solutions	1, 2, 3, 5, 6, 9,12	1,2
CO6	Evaluate the algorithms for real time complex problems.	1, 2, 3,4, 5, 6, 9,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		√				
CO2			√	√		
CO3			√	√		
CO4				√		

CO5			√		√	
CO6			√	√	√	

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	2			1								3	3	
CO 2		3			2							2	3	3	
CO 3		2	3		3							2	3	3	3
CO 4		2	2		2							2	3	3	
CO 5			3		3				2			2	3		3
CO 6			3	2	2				2			3		3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction: Notion of algorithm, Important Problem types, Fundamentals of data structures, Asymptotic Notations and its properties, Basic Efficiency classes, Analysis framework, Mathematical analysis for Recursive and Non-recursive algorithms.

UNIT – 2

Algorithm design techniques-Brute force : sequential search, Uniqueness of Array, Exhaustive search Travelling Salesman, Knapsack Problem and String matching.

Hashing: Hash Table organizations, Hashing Functions, Static and Dynamic Hashing.

UNIT – 3

Dynamic programming and greedy technique: General Method of dynamic programming, Fibonacci numbers, warshall's, floyds,0/1 Knapsack, Greedy technique General method, Minimum spanning tree, Dijkstra's Algorithm.

UNIT – 4

Backtracking , Coping with the limitations of algorithm :n-Queens problem, Subset-sum problem, basic concepts of deterministic and non-deterministic algorithms, P, NP, NP-Complete and NP-Hard problems

Text Books:

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", 3rd edition, Pearson Education, 2017.

Reference Books:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", 3rd edition, PHI Learning Private Limited, 2017
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson.
3. Donald E. Knuth, "The Art of Computer Programming", Volumes 1and 3 Pearson.

Web Based Resources and E-books:

1. NPTEL Course on "Design and Analysis of Algorithms", Prof. Abhiram G Ranade, Prof. Ajit A Diwan and Prof. Sundar Vishwanathan, <https://nptel.ac.in/courses/106101060>

2. "Introduction to Design and Analysis of Algorithms" by Anany Levitin, 2nd edition
<http://160592857366.free.fr/joe/ebooks/ShareData/Anany%20Levitin%20English>
3. https://www.researchgate.net/publication/276847633_A_Review_Report_on_Divide_and_Conquer_Sorting_Algorithm
4. <https://www.ijsrp.org/research-paper-0813/ijsrp-p2014.pdf>
5. <https://iopscience.iop.org/article/10.1088/1742-6596/1566/1/012038/pdf>

Practice

Here are some key activities involved in the design and analysis of algorithms:

Problem Understanding: The first step is to clearly understand the problem at hand. This involves identifying the input, output, constraints, and any specific requirements.

Algorithm Design: Once the problem is understood, the next step is to design an algorithm to solve it. This involves creating a step-by-step procedure or a set of rules that outlines how the problem can be solved.

Algorithm Analysis: After designing the algorithm, it is essential to analyze its efficiency and performance. This analysis includes evaluating the algorithm's time complexity (how the running time grows as the input size increases) and space complexity (how much memory the algorithm requires).

Algorithm Optimization: Based on the analysis, the algorithm can be optimized to improve its efficiency. This may involve making algorithmic modifications, utilizing data structures that are better suited for the problem, or applying known optimization techniques.

Algorithm Correctness: Ensuring the algorithm is correct is crucial. This involves proving its correctness using formal methods like mathematical proofs or conducting extensive testing to verify that the algorithm produces the correct output for different input scenarios.

Algorithm Implementation: Once the algorithm design is finalized and its correctness is established, the next step is to implement the algorithm in a programming language. This involves translating the algorithm into code and addressing any specific programming language considerations.

Experimental Analysis: To validate the algorithm's performance in practice, experimental analysis can be conducted. This involves running the algorithm on various inputs and measuring its running time, memory usage, and other relevant metrics. The results can be compared with the theoretical analysis to verify the algorithm's efficiency.

These activities are iterative and may involve revisiting earlier stages as the design and analysis process progresses. The goal is to create efficient and reliable algorithms that can effectively solve specific problems.

Course Title	Database Management System				Course Type	HC	
Course Code	B22EF0402	Credits	3		Class	IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50	50

COURSE OVERVIEW:

This course is intended to provide an understanding of the current theory and practice of database management systems. The course provides a solid technical overview of database management systems, using a current database product as a case study. In addition to technical concerns, more issues that are general are emphasized. These include data independence, integrity, security, recovery, performance, database design principles, and database administration. This course is designed to investigate how database management system techniques are used to design, develop, implement, and maintain modern database applications in organizations.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the basic concepts about the conceptual data models and ER diagrams.
2. Make use of basic concepts to build the relational models and relational algebra.
3. Apply SQL commands to create and manipulate database.
4. Analyze database design concepts using normalization techniques.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Construct the conceptual entity relationship diagrams for the real -world applications.	1 to 5, 9,10,12	1,2,3
CO2	Make use of the concepts of relational algebra to solve queries over database.	1 to 5,9,10,12	1,2
CO3	Relate conceptual model to relational model and formulate relational algebra queries	1 to 5, 9,10,12	1,2
CO4	Create the database for given real world application and solve queries over it using SQL commands.	1 to 5, 9,10,12	1,2,3
CO5	Organize database using design guidelines and normalization technique.	1 to 5, 9,10,12	1,2
CO6	Design the database model for real-world applications	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4						√
CO5					√	
CO6						√

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	3	3	2	3				3	3		3	3	3	
CO 2	3	3	2	2	1				3	3		3	3	3	
CO 3	3	3	2	2	1				3	3		3	3	3	3
CO 4	3	3	3	3	3				3	3		3	3	3	
CO 5	3	3	1	3	1				3	3		3	3		3
CO 6	3	3	3	3	3				3	3		3		3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Introduction to databases and Conceptual Modelling: Introduction, characteristics of the database approach, data models, schemas, instances, database languages and interfaces, Using high-level conceptual data models for database design, a sample database application, entity types, attributes, keys, relationship types, weak entity types, ER diagrams, naming conventions, design issues.

UNIT – 2

Relational Data Model and Relational algebra: Relational model concepts, relational model constraints and relational database schemas, update operations, transactions, dealing with constraint violations, unary relational operations, select and project, relational algebra operations from set theory, binary relational operations, join and division, additional relational operations, examples of queries in relational algebra

UNIT – 3

SQL: SQL data definition and data types, specifying constraints in SQL, basic retrieval queries in SQL, insert, delete, update statements in SQL, additional features of SQL, schema change statements in SQL, retrieving data using the SQL Select Statement, Restricting and sorting data, Using Single row functions, Joins, More complex SQL retrieval queries, views in SQL.

UNIT – 4

Database Design Theory and Normalization: Informal design guidelines for relation schemas, Functional dependencies, Normal forms based on primary keys, General definitions of second and third normal forms, Other Normal forms.

TEXT BOOKS:

1. Elmasri and Navathe, "Fundamentals of Database Systems", 5th Edition, Pearson Education, 2007.
2. Raghu Ramakrishnan and Johannes Gehrke, "Database Management Systems", 3rd Edition, McGraw Hill, 2003
3. Phill Pratt, "Concepts of Database Management, Cengage Learning", 8th Edition, 2014.
4. Jeffrey A Hoffer, "Modern Database Management, Pearson", 12th Edition, 2015.

REFERENCE BOOKS:

1. Abraham Silberschatz, Henry F. Korth, S. Sudarshan: "Database System Concepts", 6th Edition, McGraw Hill, 2010.
2. C J Date, "Database Design and Relational Theory: Normal Forms and All that Jazz", O 'Reilly, April 2012.
3. James Martin, "Principles of Database Management Systems", 1985, Prentice Hall of India, New Delhi
4. IEEE Transactions on Knowledge and Data Engineering
5. Elsevier Data and Knowledge Engineering
6. ACM Transactions on Database Systems

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/document/5464387>
2. <https://blogs.oracle.com/javamagazine/>
3. <https://airccse.org/journal/ijdms/index.html>
4. <https://www.imedpub.com/scholarly/database-management-journals-articles-ppts-list.php>
5. <http://www.odbms.org/odmg-standard/reading-room/magazines/>
6. <https://www.igi-global.com/journal/journal-database-management/1072>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc22_cs51/preview
2. <https://www.mooc-list.com/tags/database-management>
3. https://onlinecourses.swayam2.ac.in/cec21_cs11/preview
4. <https://www.udemy.com/topic/database-management/>

Course Title	Computer Organization & Architecture				Course Type		HC	
Course Code	B22EF0403	Credits	3		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50	50

COURSE OVERVIEW:

The course is designed to make the students capable of comprehending the fundamental design of a digital computer. Understanding the hardware that powers the code and how it interacts with the existing memory and I/O structure during execution at the physical level requires study of computer organisation and architecture. It aids students in grasping the principles of computer system design so they may expand on the capabilities of computer organisation to identify and address issues with computer architecture.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the basics of computer organisation & architecture
2. Learn the mechanism of computer arithmetic.
3. Recognize the different memory hierarchy.
4. Study the different I/O mechanism.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Recognize and explain the significance of a digital computer's fundamental parts, I/O organisation, and memory architecture.	1,2,3,9,12	1
CO2	Describe how arithmetic algorithms are implemented in a digital computer.	1,2,3,9,12	1
CO3	Explain the types of memory systems and mapping functions used in memory systems	1,2,3,9,12	1
CO4	Understand the different input output mechanism and interfacing circuits.	1,2,3,9,12	1
CO5	Discuss different communication techniques used in computer architecture.	1,2,3,9,12	1
CO6	Demonstrate the control signals required for the execution of a given instruction	1,2,3,9,12	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1		3	2						3			2	3		
CO2		3	2						3			2	3		
CO3		3	2						3			2	3		
CO4		3	3						3			2	3		
CO5		2	2						3			2	3		
CO6		2	2						3			2	3		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Basic Structure of Computers & Basic Processing: Computer Types, Functional Units, Input Unit, Memory Unit, Arithmetic and Logic Unit, Output Unit, Control Unit, Basic Operational Concepts.

Some Fundamental Concepts, Instruction Execution, Load Instructions, Arithmetic and Logic Instructions, Store Instructions

UNIT – 2

Computer Arithmetic: Addition and Subtraction of Signed Numbers, Design of Fast Adders, Carry-Lookahead Addition, Multiplication of Unsigned Numbers, Array Multiplier, Sequential Circuit Multiplier, Multiplication of Signed Numbers, The Booth Algorithm, Fast Multiplication, Bit-Pair Recoding of Multipliers, Carry-Save Addition of Summands, Integer Division, Floating-Point Numbers and Operations Arithmetic Operations on Floating-Point Numbers.

UNIT – 3

Memory: Basic Concepts, Semiconductor RAM Memories, Internal Organization of Memory Chips, Static Memories, Dynamic RAMs, Synchronous DRAMs, Structure of Larger Memories, Read-only Memories, ROM, PROM, EPROM, EEPROM, Flash Memory, Direct Memory Access, Memory Hierarchy, Cache Memories, Mapping Functions, Replacement Algorithms, Virtual Memory, Address Translation

UNIT – 4

I/O : Accessing I/O Devices, I/O Device Interface, Program-Controlled I/O, Interrupts, Bus Structure, Bus Operation, Synchronous Bus, Asynchronous Bus, Arbitration, Interface Circuits, Parallel Interface, Serial Interface, Interconnection Standards Universal Serial Bus (USB), PCI Bus, PCI Express.

Self Learning Components: Pipelining: Basic Concept—The Ideal Case, Pipeline Organization, Pipelining Issues, Data Dependencies, Memory Delays, Branch Delays.
Basic introduction to multi core processors.

Text Book:

1. Carl Hamacher, Computer Organization And Embedded Systems, Sixth Edition, Tata MC Graw Hill.

REFERENCE BOOKS:

1. David A. Patterson, John L. Hennessy: Computer Organization and Design – The Hardware / Software Interface ARM Edition, 4th Edition, Elsevier.
2. William Stallings: Computer Organization & Architecture, 7th Edition, PHI.
3. Vincent P. Heuring & Harry F. Jordan: Computer Systems Design and Architecture, 2nd Edition, Pearson Education.

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=40>
2. <https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=2>
3. <https://dl.acm.org/journal/tocs>
4. <https://www.sciencedirect.com/journal/future-generation-computer-systems>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc20_cs25/preview
2. https://onlinecourses.nptel.ac.in/noc20_cs64/preview

Course Title	Foundations to Artificial Intelligence				Course Type		SC	
Course Code	B22EIS411	Credits	3		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture							
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course introduces the basics of Artificial Intelligence (AI), AI problems and search strategies. The students can explore knowledge representation issues and methods. This course provides algorithms for, problem solving and controlling the knowledge and also demonstrates various learning methods for constructing knowledge and taking decisions.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Learn the different search strategies and its applications in AI.
2. Illustrate the representation of knowledge in solving AI problems.
3. Implement the concepts involved in the knowledge of reasoning.
4. Demonstrate the techniques of learning, expert systems and various applications of AI.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand the role of search algorithms in any AI problem solving.	1,2,3,4,5	1,2,3
CO2	Apply basic principles of AI in solutions that require problem solving, knowledge representation and learning.	1,2,3,4,5	1,2,3
CO3	Represent problems using first order and predicate logic	1,2,3,4,5,12	1,2,3
CO4	Demonstrate knowledge of reasoning and representation for solving real world problems.	1,2,3,4,5,9,12	1,2,3
CO5	Illustrate the understanding of various applications of AI techniques in learning, expert systems.	1,2,3,4,5,9,12	1,2,3
CO6	Apply and analyze the concepts of Artificial Intelligence in developing applications for NLP.	1,2,3,4,5,9,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		✓				
CO2			✓			

CO3		✓				
CO4			✓			
CO5				✓		
CO6				✓		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	1	2	1								1	2	2
CO2	3	2	1	1	1								2	3	2
CO3	3	3	2	2	1							2	1	2	3
CO4	3	3	3	2	2				2			2	3	2	3
CO5	3	3	3	2	2				2			2	3	3	3
CO6	3	2	2	1	1				3			3	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

Unit 1

Problems and Search: What is AI? The AI Problems; The Underlying Assumptions; What is an AI Technique? Problems, **Problem Spaces and Search;** Defining the problem as a state space search, Production systems; Problem characteristics, Production system characteristics, Issues in the design of search programs; **Heuristic search techniques:** Generate-and-test; Hill climbing; Best-First Search; Problem reduction; Constraint satisfaction.

Unit – 2

Knowledge Representation: Knowledge representation Issues: Representations and mappings; Approaches to knowledge representation; Issues in knowledge representation; **Using Predicate logic:** Representing simple facts in logic; Representing Instance and ISA relationships; Computable functions and predicates; Resolution;

Unit – 3

Representing Knowledge using Rules: Procedural versus declarative knowledge; Logic Programming, Forward versus backward reasoning, Matching;

Statistical Reasoning: Probability and Bayes Theorem, Certainty factors and rule based systems, Bayesian networks, Dempster-Shafer Theory, Fuzzy logic.

Unit – 4

Learning: What is learning?; Rote Learning; Learning by taking Advice; Learning in Problem Solving; Learning from examples;

Expert Systems: Representing and using Domain Knowledge; Expert system shells; Explanation; Knowledge Acquisition

Natural Language Processing: Language Models, Text classification; Information Retrieval, Information Extraction; Machine Translation, Speech Recognition; Robotics: Hardware, Perception, Planning, Moving.

TEXT BOOKS:

1. Elaine Rich, Kevin Knight: Artificial Intelligence, 3rd edition, Tata McGraw Hill, 2009.
2. Russell & Norvig: Artificial Intelligence: A Modern Approach, Third Edition, Prentice-Hall, 2010.

REFERENCE BOOKS:

1. Nils J. Nilsson: Principles of Artificial Intelligence, Elsevier, 1980.
2. Krishan Mehrotra, Chilkuri K. Mohan, Sanjay Ranka: Artificial Neural Networks, Penram International Publishing, 1997.
3. B.Yegana narayana: Artificial Neural Networks, PHI, 2001.
4. IEEE, IEEE transaction for computational Intelligence.

Self-Learning Components:

PEAS (Performance, Environment, Actuators and Sensors) for Agents, Genetic Algorithm, Distributed Agents, Wumpus World game (Understanding the game and applying planning and learning rules), Bioinformatics.

Course Title	Sensors & Actuators for IoT Interfacing				Course Type	SC	
Course Code	B22EIS412	Credits	3		Class	III Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

This course gives the overview of Different sensors, actuators and their applications. It also discusses the insights of interfacing techniques of IoT devices / components.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Overview of Sensors and Actuators applied in sensing, measurement and a comprehensive understanding of its uses in developing IoT based applications.
2. Illustrate Analog and Digital sensor and its difference on IoT Applications.
3. Demonstrate the knowledge on actuators and its interfacing with sensors.
4. To impart reasonable level of competence in the design and development of building broad IoT Systems.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Illustrate the fundamentals of Transmitter, Transducer and Sensors, Sensing and Sensor Devices, Actuators	1,2,3,12	1,2,3
CO2	Summarize IoT architecture for sensor applications.	2,3,5,8	1,2
CO3	Build any IoT applications with interfacing Sensors.	3,4,5,8,10	1,2,
CO4	Summarize Micro Sensors and Micro architectures for IoT Technology	2,3,4,6,8,12	2,3
CO5	Evaluate IoT platforms using embedded systems	3,4,5,6,8,10,12	2,3
CO6	Analyse the uses and risks related to IoT devices	1,3,4,5,6,12	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4		√				
CO5					√	
CO6				√		

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	2	2	2									2	2	2	2
CO 2		2	2		2			2					3	2	
CO 3			3	2	2			3		2			2	2	2
CO 4		2	2	2		2		2				2		2	2
CO 5			3	2	2	2		2		2		2		3	2
CO 6	3		2	2	2	3						3		2	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT:

UNIT – 1

Difference between sensor, transmitter and transducer - Primary measuring elements - selection and characteristics: Range; resolution, Sensitivity, error, repeatability, linearity and accuracy, impedance, backlash, Response time, Dead band. Signal transmission - Types of signal: Pneumatic signal; Hydraulic signal; Electronic Signal. Role of Sensors and Actuators in IoT.

UNIT – 2

Analog Sensors: Introduction to Analog Sensor, Sensor Types and Selection, Resistance-based sensors, Voltage-based sensors, Current-based sensors, Signal Conditioning-Voltage Divider, Amplifiers, Filters, A to D Conversion, Interfacing a LM35 temperature sensor to the Arduino.

Digital Sensors: Introduction to Digital Sensor, Analog versus Digital Sensing, Sensor Types and Selection, Advantages of Digital Sensors. Buttons and Switches, On/Off Devices, I2C Devices, SPI Devices, RS-232 Devices. Interfacing MLX90614 contact-free thermometer to an Arduino UNO.

UNIT 3

ACTUATORS - Definition, types and selection of Actuators; linear; rotary; Logical and Continuous Actuators, Pneumatic actuator- Electro-Pneumatic actuator; cylinder, rotary actuators, Mechanical actuating system: Hydraulic actuator - Control valves; Construction, Characteristics and Types, Selection criteria.

Electrical actuating systems: Solid-state switches, Solenoids, Electric Motors- Principle of operation and its application: D.C motors - AC motors - Single phase & 3 Phase Induction Motor; Synchronous Motor; Stepper motors - Piezoelectric Actuator Controlling speed and direction of a DC motor with Arduino.

UNIT – 4

MICRO SENSORS AND MICRO ACTUATORS -

Micro Sensors: Principles and examples, Force and pressure micro sensors, position and speed micro sensors, acceleration micro sensors, chemical sensors, biosensors, temperature micro sensors and flow micro sensors.

Micro Actuators: Actuation principle, shape memory effects-one way, two way and pseudo elasticity. Types of micro actuators- Electrostatic, Magnetic, Fluidic, Inverse piezo effect, other principles.

TEXT BOOKS/REFERENCE BOOKS:

1. Volker Ziemann, A Hands-On Course in Sensors Using the Arduino and Raspberry Pi, CRC Press, Taylor & Francis Group 2018.
2. Clarence W. de Silva, Sensors and Actuators, CRC Press Taylor & Francis Group, Edition 3, 2018
3. Patranabis.D, "Sensors and Transducers", Wheeler publisher, 1994.
4. Sergej Fatikow and Ulrich Rembold, " Microsystem Technology and Microbotics", First edition, Springer –Verlag New York, Inc, 1997.
5. Jacob Fraden, "Hand Book of Modern Sensors: Physics, Designs and Application" Fourth edition, Springer, 2010.
6. Robert H Bishop, "The Mechatronics Hand Book", CRC Press, 2002. 2. Thomas. G. Bekwith and Lewis Buck.N, Mechanical Measurements, Oxford and IBH publishing Co. Pvt. Ltd.,
7. Massood Tabib and Azar, "Microactuators Electrical, Magnetic, thermal, optical, mechanical, chemical and smart structures", First edition, Kluwer academic publishers, Springer, 1997.

Course Title	Cyber Physical Systems				Course Type	SC	
Course Code	B22EIS413	Credits	3		Class	IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

Cyber-physical systems (CPS) is an amalgamation of physical processes, wireless networking and extensive computing. The physical processes are monitored with varied sensors and then communicated through networking to create an automated feedback-based embedded control system. The automated/ smart systems are modelled from the data points through technological abstractions of IoT, intelligent systems, machine learning and pattern recognition.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Infer the mathematical models behind cyber-physical systems.
2. Study different techniques and security attacks.
3. Understand the interactions and issues related to cyber-physical systems.
4. Develop an exposition of the challenges in implementing a cyber-physical system
5. Expose the student to real world problems in this domain and provide a walkthrough the design and validation problems for such systems.

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Construct the symbolic models for a given cyber physical system	1,2,3,4	1
CO2	Summarize the design aspects of controller system in cyber physical system perceptive.	1,2	1
CO3	Inspect the security aspects of various cyber physical systems.	1,2,11	1
CO4	Compare different synchronous and asynchronous architectures to improve the interactions of globally connected (distributed) CPS.	1,2	1
CO5	Analyze the existing challenges of security in cyber physical systems.	1,2,4,5,9.11	1
CO6	Interpret the different cyber physical systems applications.	2,4,5	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
CO#	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2		√				
CO3				√		
CO4		√				
CO5				√		
CO6			√			

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	2	2	3	3									1		
CO 2	2	2											3		
CO 3	2	2									3		1		
CO 4	2	2											3		
CO 5	2	2		3	2				2		3		3		
CO 6		2		2	3								3		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

SYMBOLIC SYNTHESIS FOR CYBER-PHYSICAL SYSTEMS : Introduction and Motivation, Basic Techniques, Layered Models in CPS, Problem Definition, Solving the Synthesis Problem, Construction of Symbolic Models, Advanced Techniques,.

UNIT – 2

SOFTWARE AND PLATFORM ISSUES IN FEEDBACK: CONTROL SYSTEMS: Introduction, Basic Techniques, Controller Timing, Controller Design for resource efficiency, Advanced Techniques. Logical Correctness of Hybrid Systems: Introduction, Basic Techniques, Discrete Verification, Advanced Techniques.

UNIT – 3

SECURITY OF CYBER-PHYSICAL SYSTEMS: Cyber Security Requirements, Attack Model, Countermeasures, Advanced Techniques, Internet of Things security, SDN, Network security and challenges.

UNIT – 4

SYNCHRONIZATION IN DISTRIBUTED CYBER-PHYSICAL SYSTEMS & APPLICATIONS: Challenges in Cyber- Physical Systems, A Complexity Reduction Technique for Synchronization, Basic Techniques, Medical Cyber-Physical Systems, Energy Cyber-Physical Systems, Cyber Physical Systems platform components, implementational issues and secure Deployment.

TEXT BOOKS/ REFERENCE BOOKS:

1. Rajkumar R., de Niz, D., and Klein, M., "Cyber-Physical Systems", 1st Edition, Addison-Wesley Professional, 2017.
2. Alur R., "Principles of Cyber-Physical Systems", MIT Press, 2015.
3. Roy, S., and Das, S. K., "Principles of Cyber-Physical Systems: An Interdisciplinary Approach",

Cambridge University Press, 2020.

4. Alasdiar, Gill Chryst , "Iot Security Issues", De-Gruyter.

5. "Embedded Systems Foundations of Cyber-Physical Systems", Peter Marwedel, Springer.

6. "Principles of Cyber-Physical Systems", Rajeev Alur, MIT Press.

7. "Computational Foundations of Cyber Physical Systems" (IIT KGP Course), Soumyajit Dey
<http://cse.iitkgp.ac.in/~soumya/cps/cps.html>)

SWAYAM NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc23_cs62/preview

Course Title	Introduction to Python Programming				Course Type		SC	
Course Code	B22EIS414	Credits	3		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-				
	Practical	-	-	-	Theory	Practical	CIE	SEE
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course provides an introduction to programming and the Python language. Students are introduced to core programming concepts like data structures, conditionals, loops, variables, and functions. This course includes an overview of the various tools available for writing and running Python, and gets students coding quickly. In the course we will also discuss Numpy and Pandas along with visualization tools.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the fundamentals of python programming language constructs and their applications.
2. Inculcate knowledge of parsing of regular expressions and their usage in various application domains.
3. Gain expertise in Object oriented programming and NumPy package.
4. Discuss the files, Pandas and Data Virtualization concepts.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Write simple computational programs using functions.	1,2,3,4,5,12	1, 2, 3
CO2	Write programs to compute mathematical functions (sin x, e ^x and others) using if statements, loops and functions.	1,2,3,4,5,12	1, 2, 3
CO3	Write data processing scripts using string, tuples, sets, dictionaries with appropriate error handling using exceptions.	1,2,3,4,5,12	1, 2, 3
CO4	Write classes to implement given functionality using object-oriented features of python including operator overloading, inheritance, iteration protocol, context management protocol, decorators, and descriptors.	1,2,3,4,5,12	1, 2, 3
CO5	Apply features of object oriented and NumPy package to develop computationally intensive programming to analyze and interpret the data.	1,2,3,4,5,12	1, 2, 3
CO6	Write data processing and visualization scripts using numpy, pandas and matplotlib.	1,2,3,4,5,12	1, 2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
C01		√				
C02			√			
C03			√			
C04				√		
C05				√		
C06		√				

COURSE ARTICULATION MATRIX

CO#/ Pos	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012	PSO1	PSO2	PSO3
C01	3	2	2	2	3							3	3	3	3
C02	3	3	2	3	3							3	3	3	3
C03	3	2	2	3	3							3	3	3	3
C04	3	3	3	2	3							3	3	3	3
C05	3	2	3	3	3							3	3	3	3
C06	3	3	3	2	3							3	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Python Fundamentals: Introduction to Python: History, Applications Your First Python Program, Constants, Variables, Naming conventions, simple data types, Type casting, Assignment statements, expressions, Boolean data type, Trigonometry functions, operators, precedence of operators, libraries, keywords, Python Collections, I/O statements, conditional statements, loops, functions, user defined functions.

UNIT – 2

Exception handling in Python, **Strings:** Unicode, Diving In, Formatting Strings, Format Specifiers, Other Common String Methods, Slicing a String.

Regular Expressions: Case Study: Street Addresses, Case Study: Roman Numerals, Checking for Thousands, Checking for Hundreds, Using the {n,m} Syntax, Checking for Tens and Ones.

UNIT – 3

Object Oriented Programming: Defining Classes, The init_() Method, Instantiating Classes, OOP features: Abstraction. Encapsulation, Single Inheritance, Polymorphism

Files: Reading from Text Files, Writing to text files, Reading and Writing the Binary Files.

UNIT – 4

Numpy: Introduction to numpy, Creating arrays, Indexing Arrays, Array Transposition, Universal Array Function, Array Processing, Array Input and Output

Pandas and Data Visualization: Introduction, Series and Data Frames in pandas, Data Visualization

TEXT BOOKS:

1. Mark Pilgrim, "Dive into Python 3", Apress special edition, second edition, 2015.
2. Travis E. Oliphant, "Guide to NumPy", Trelgol publishers, 2006.

REFERENCE BOOKS:

1. A B Choudhary, "Flowchart and Algorithms Basics" Mercury Learning and Information, 2020.
2. Mark Lutz, "Learning Python", Oreilly. 2003.
3. John M. Zelle, "PYTHON Programming: An Introduction to Computer Science", Franklin, Beedle & Associates. 2004.
4. Michael Dawson, "Python Programming for the Absolute Beginners", 3rd Edition, CENAGE Learning.
5. Wesley J. Chun, "Core Python Programming", 2nd Edition, Prentice Hall.
6. Steve Holden and David Beazley, "Python Web Programming", New Riders, 2002. Springer, Kent D. Lee, "Python Programming Fundamentals", 2nd Edition.
7. John V. Guttag, "Introduction to Computation and Programming using Python", MIT Press, 2016.

JOURNALS/MAGAZINES:

1. IEEE Transactions on Artificial Intelligence
2. Journal of Machine Learning Research
3. Foundations and Trends in Machine Learning
4. Synthesis Lectures on Artificial Intelligence and Machine Learning
5. ACM Transactions on Intelligent Systems and Technology

SWAYAM/NPTEL/MOOCs:

1. Python for Everybody, Dr. Chuck Online MOOCs, Open Standards, Open Source and OERs
2. Programming, Data Structures and Algorithms using Python, Prof. MadhavanMukund, IIT Madras,

SELF-LEARNING EXERCISES:

1. Data Visualization
2. Basics of Deep Learning

Course Title	Big Data Analytics				Course Type		SC	
Course Code	B22EIS415	Credits	3		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course introduces the concept of big data and provides a practical foundation level exposure that enables students to participate in big data application development. The course provides grounding in basic and advanced methods to big data technology with Apache Spark fundamentals.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the concepts of Big Data and its Business Implications.
2. Illustrate the fundamentals of functional programming for Big-Data Analytics.
3. Exemplifying the features of Apache Spark for Data Analytics.
4. Implement Machine Learning in Spark to solve real business problems.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Outline the concepts of Big Data and its Business Implications.	1 to 5, 9,10,12	1
CO2	Apply the concept of functional distributed programming to Big Data Analytics applications.	1 to 5, 9,10,12	1,2, 3
CO3	Understand the fundamentals of Apache Spark and Spark Core.	1 to 5, 9,10,12	1, 3
CO4	Design a Data Analytics Framework using Apache Spark with Python.	1 to 5, 9,10,12	1,2,3
CO5	Implement distributed Machine Learning Applications for big data using Spark.	1 to 5, 9,10,12	1,2,3
CO6	Develop real world big data application using Apache Spark with Python programming.	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	√					
CO2			√			
CO3		√				
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO# / PO#	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	1	3	3	-	-	-	-	-	-	-	3	1	3
CO2	3	3	3	3	3	-	-	-	3	-	-	2	3	3	3
CO3	3	1	3	1	3	-	-	-	3	3	3	3	3	3	3
CO4	3	3	3	3	3	-	-	-	3	3	3	3	3	3	3
CO5	3	3	3	3	3	-	-	-	3	3	3	3	3	3	3
CO6	3	3	3	3	3	1	-	1	3	3	3	3	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introducing Big Data, Hadoop, and Spark: Introduction to Big Data, Distributed Computing, and Hadoop, A Brief History of Big Data and Hadoop, Hadoop Explained; **Introduction to Apache Spark:** Apache Spark Background, Uses for Spark, Programming Interfaces to Spark, Submission Types for Spark Programs, Input/Output Types for Spark Applications, The Spark RDD, Spark and Hadoop; **Functional Programming Using Python:** Data Structures Used in Functional Python Programming, Python Object Serialization, Python Functional Programming Basics;

UNIT – 2

Understanding the Spark Cluster Architecture: Anatomy of a Spark Application: Spark Driver, Spark Workers and Executors, The Spark Master and Cluster Manager; **Spark Applications Using the Standalone Scheduler:** Spark Applications Running on YARN Deployment; **Modes for Spark Applications Running on YARN:** Client Mode, Cluster Mode, Local Mode Revisited; **Learning Spark Programming Basics:** Introduction to RDDs, Loading Data into RDDs, Creating an RDD from a File or Files, Methods for Creating RDDs from a Text File or Files, Creating an RDD from an Object File, Creating an RDD from a Data Source, Creating RDDs from JSON Files, Creating an RDD Programmatically;

UNIT – 3

Operations on RDDs: Key RDD Concepts, Basic RDD Transformations, Basic RDD Actions, Transformations on PairRDDs, MapReduce and Word Count Exercise, Join Transformations, Joining Datasets in Spark, Transformations on Sets, Transformations on Numeric RDDs; **Advanced Programming Using the Spark Core API: Shared Variables in Spark:** Broadcast Variables, Accumulators, Exercise: Using Broadcast Variables and Accumulators; **Partitioning Data in Spark:** Partitioning Overview, Controlling Partitions, Repartitioning Functions, Partition-Specific or Partition-Aware API Methods; **RDD Storage Options:** RDD Lineage Revisited, RDD Storage Options, RDD Caching, Persisting RDDs, Choosing When to Persist or Cache RDDs, Checkpointing RDDs, Exercise: Checkpointing RDDs;

UNIT – 4

Processing RDDs with External Programs: Data Sampling with Spark; **Understanding Spark Application and Cluster Configuration:** Spark Environment Variables, Spark Configuration Properties; **Optimizing Spark:** Filter Early, Filter Often, Optimizing Associative Operations, Understanding the Impact of Functions and Closures, Considerations for Collecting Data, Configuration Parameters for Tuning and Optimizing Applications, Avoiding Inefficient Partitioning, Diagnosing Application Performance Issues; **Machine Learning with Spark:** Machine Learning Primer, Machine Learning Using Spark MLlib, Exercise: Implementing a Recommender Using Spark MLlib, Machine Learning Using Spark ML;

TEXT BOOKS:

1. Aven, Jeffrey. Data Analytics with Spark Using Python. Addison-Wesley Professional, 2018.
2. Bengfort, Benjamin, and Jenny Kim. Data analytics with Hadoop: an introduction for data scientists." O'Reilly Media, Inc.", 2016.
3. Sridhar Alla, Big Data Analytics with Hadoop 3, published by Packt Publishing Ltd, May 2018
4. SubhashiniChellappan, DharanitharanGanesan, Practical Apache Spark Using the Scala API, A Press, 2018.

REFERENCE BOOKS:

1. Michael Minelli, Michele chambers, AmbigaDhiraj: Big data, big analytics, Wiley, 2013.
2. P. Tan, M. Steinbach, V. Kumar, Introduction to Data Mining, Addison-Wesley, 2005.
3. J. Han, M. Kamber, Data Mining: Concepts and Techniques, 2nd ed. Morgan Kaufmann, 2005.

JOURNALS/MAGAZINES:

1. [IEEE, Introduction to the IEEE Transactions on Big Data](#)
2. [Elsevier, Big data research journal Elsevier](#)
3. [Springer, Journal on Big Data Springer.](#)
4. [ACM DL, The Journal of Machine Learning Research-ACM](#)

SWAYAM/NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/106104189>
2. https://onlinecourses.nptel.ac.in/noc20_cs92/preview

3. https://iisc.talentsprint.com/cds/?utm_source=googlesearch&utm_medium=tcpa&utm_campaign=ts-googlesearch-iisc-cds-tcpa-similar-audiences-roi&utm_content=data-science-program&utm_term=Analytics%20training%20courses&gclid=Cj0KCQjw8uOWBhDXARIsAOxKJ2HfWKGqppZ7Gm0dBPDgk wWaj0BqSZBzuWvcqmbF5AOvYvxYSB5lvFcaAlO_EALw_wcB
4. https://www.simplilearn.com/pgp-data-engineering-certification-training-course?utm_source=google&utm_medium=cpc&utm_term=big%20data%20analysis%20online%20course&utm_content=11233548673-137256573987-586850068745&utm_device=c&utm_campaign=Search-DataCluster-PG-BigData-CDE-Purdue-IN-Main-AllDevice-adgroup-SEMR-09Mar2022-BD-Analysis-Course-Phrase&gclid=Cj0KCQjw8uOWBhDXARIsAOxKJ2GINP8K1hXBRF4Qu6cWTaZ714GQYvQR_CL4ff9qM6whNg_Xx2vLFmcaAjMTEALw_wcB

SELF-LEARNING EXERCISES:

1. SQL and NoSQL Programming with Spark
2. Stream Processing and Messaging Using Spark

Course Title	Algorithms lab				Course Type	HC		
Course Code	B22EF0404	Credits	1		Class	IV Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25%	25%

COURSE OVERVIEW:

The Design and Analysis of Algorithms Lab is a practical course that complements the theoretical concepts covered in this course. It focuses on hands-on implementation, experimentation, and analysis of algorithms, with an emphasis on problem-solving and performance evaluation. It reinforces the theoretical concepts covered in the accompanying course and equips students with the skill sets necessary to solve complex problems efficiently. This course gives an exposure to improve the coding skill sets of the students.

COURSE OBJECTIVE (S):

The objectives of this course are to

1. Demonstrate performance of algorithms with respect to time and space complexity.
2. Explain Graph and Tree traversals techniques.
3. Understand the concepts of greedy method and dynamic programming for different applications.
4. Illustrate the methods of Backtracking, Branch and bound techniques.
5. Familiarize the concepts of deterministic and non-deterministic algorithms.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Implement sorting and searching techniques using different algorithmic techniques.	1, 2, 3, 5, 9,12	1,3
CO2	Implement Tree Traversal method and Greedy Algorithms	1, 2, 3, 5, 8,12	1,3
CO3	Develop the skill set to solve problems using Dynamic Programming concepts.	1, 2, 3, 5, 6, 9, 12	2,3
CO4	Illustrate Backtracking, Branch and Bound concept to solve various problems	1, 2, 3, 5, 6, 9, 12	1,2
CO5	Demonstrate Time and Space complexities of various algorithms	1, 2, 3, 5, 6, 9, 12	1,2
CO6	Analyze and evaluate different performance analysis methods for non-deterministic algorithms	1, 2, 3,4, 5, 6, 9,	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√	√			
CO3			√			

CO4			√			
CO5				√		
CO6				√	√	

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	3		2							1	3	3	
CO2		3			2							2	3	3	
CO3	2	2	3									2	3	3	3
CO4	2	2	2		2							2	3	3	
CO5	3	2			2				2			2	3		3
CO6			3	2	3				2			3		3	3

Note: 1-Low, 2-Medium, 3-High

SL. NO.	Title of the Experiment
PART-A	
1	Sort a given set of elements using the Quicksort method and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
2	a. Obtain the Topological ordering of vertices in a given digraph. b. Compute the transitive closure of a given directed graph using Warshall's algorithm
3	Implement 0/1 Knapsack problem using Dynamic Programming.
4	From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
5	Find the Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm.
6	Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.
7	Implement any scheme to find the optimal solution for the Traveling Salesperson problem and then solve the same problem instance using any approximation algorithm and determine the error in the approximation.
8	For a given graph a. Print all the nodes reachable from a given starting node in a digraph using BFS method. b. Check whether a given graph is connected or not using DFS method.
9	Implement N Queen's problem using Back Tracking
10	Implement All-Pairs Shortest Paths Problem using Floyd's algorithm
PART-B(Mini Project)	
1	Mini Projects on Sorting Algorithm Efficiency Comparison.

2	Mini Projects on Dynamic Programming
3	Mini Projects on Mini Projects on Pathfinding
4	Mini Projects on Graph Traversal Techniques
5	Mini Projects on Traveling Salesman Problem

Reference Books:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", 3rd edition, PHI Learning Private Limited, 2017
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson.
3. Donald E. Knuth, "The Art of Computer Programming", Volumes 1 and 3 Pearson.

Web Based Resources and E-books:

1. NPTEL Course on "Design and Analysis of Algorithms", Prof. Abhiram G Ranade, Prof. Ajit A Diwan and Prof. Sundar Vishwanathan, <https://nptel.ac.in/courses/106101060>
2. "Introduction to Design and Analysis of Algorithms" by Anany Levitin, 2nd edition
<http://160592857366.free.fr/joe/ebooks/ShareData/Anany%20Levitin%20English>
3. https://www.researchgate.net/publication/276847633_A_Review_Report_on_Divide_and_Conquer_Sorting_Algorithm
4. <https://www.ijsrp.org/research-paper-0813/ijsrp-p2014.pdf>
5. <https://iopscience.iop.org/article/10.1088/1742-6596/1566/1/012038/pdf>

Course Title	Data Base Management System Lab				Course Type	HC		
Course Code	B22EF0405	Credits	1		Class	IV Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture							
	Tutorial				Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2		28	25	25

COURSE OVERVIEW:

This course introduces the core principles and techniques required in the design and Implementation of database systems. This introductory application-oriented course covers the relational database systems RDBMS - the predominant system for business scientific and Engineering applications at present. It includes Entity-Relational model, Normalization, Relational model, Relational algebra, and data access queries as well as an introduction to SQL. It also cover essential DBMS concepts such as: Transaction Processing, Concurrency Control and Recovery. It also provides students with theoretical knowledge and practical skills in the use of databases and database management systems in information technology applications.

COURSE OBJECTIVE (S):

Students will have the ability to:

1. Keep on a level with of current developments to continue their own professional development.
2. To engage themselves in lifelong learning of Database management systems theories and technologies this enables them to pursue higher studies.
3. To interact professionally with colleagues or clients located abroad and the ability to overcome challenges that arises from geographic distance, cultural differences, and multiple languages in the context of computing.
4. Develop team spirit, effective work habits, and professional attitude in written and oral forms, towards the development of database applications.

COURSE OUTCOMES(COs)

CO#	Course Outcomes	POs	PSOs
CO1	Apply the basic concepts of Database Systems and Applications.	1 to 5,9,10,12	1
CO2	Use the basics of MySQL and construct queries using MySQL in database creation and interaction.	1 to 5, 9,10,12	1,2
CO3	Relate a commercial relational database system (Oracle, MySQL) by writing SQL using the system.	1 to 5,9,10,12	1,2
CO4	Analyze and Select storage and recovery techniques of database system.	1 to 5,9,10,12	1,2
CO5	Illustrate the physical and logical database designs, database modeling, relational, hierarchical, and network models.	1 to 5, 9,10,12	1,2

CO6	Design conceptual model to relational model and formulate relational algebra queries with the front end compatibility	1 to 5, 9,10,12	1,2,3

After the completion of the course, the student will be able to:

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4				√		
CO5				√		
CO6						√

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2				2	3		2	3	3	
CO2	3	3	2	3	1				2	3		2	3	3	
CO3	3	3	2	3	3				2	3		2	3	3	3
CO4	3	3	2	3	1				2	3		2	3	3	
CO5	3	2	3	3	3				3	3		3	3		3
CO6	3	3	2	3	3				3	3		3		3	3

Note: 1-Low, 2-Medium, 3-High

PART-A: MySQL Programming

- Design, develop, and implement the specified queries for the following problems using Oracle, MySQL, SQL Server, or any other DBMS under LINUX/Windows environment.
- Create Schema and insert at least 5 records for each table.
- Add appropriate database constraints.

PART-B: Mini Project

- Use Java, C#, PHP, Python, or any other similar front-end tool.
- All applications must be demonstrated on desktop/laptop as a stand-alone or web based application (Mobile apps on Android/iOS are not permitted.)

SL.NO.	Title of the Experiment
PART-A	
1.	Implementation of DDL, DML, DCL and TCL commands of SQL with suitable examples.
2.	Study & Implementation of different types of constraints with suitable examples.
3.	Implementation of different types of function, operators, Joins with suitable examples.
4.	Study and Implementation of - Group By & having clause - Order by clause - Indexing - Views - Sub queries
5.	Identifying entities, attributes, keys and relationships between entities, cardinalities, generalization, specialization etc. using Conceptual Designing (Ex:- ER Diagrams).
6.	Consider the following schema for a Flight Database and draw an ER Diagram. FLIGHT(Flight no: integer, Flight from: string, Flight to: string, distance: integer, departs: time, arrives: time, price: real) AIRCRAFT (aid: integer, aname: string, cruisingrange: integer) CERTIFIED (eid: integer, aid: integer) EMPLOYEES (eid: integer, ename: string, salary: integer) Write SQL queries to - Find the names of aircraft such that all pilots certified to operate them have salaries more than Rs 80,000. - For each pilot who is certified for more than three aircrafts, find the eid and the maximum cruising range of the aircraft for which he/she is certified. - Find the names of all pilots whose salary is less than the price of the cheapest route from Bangalore to Frankfurt. - For all aircrafts with cruising range over 1000 kms, find the name of the aircraft and the average salary of all pilots certified for this aircraft. - Find the names of pilots certified for some Boeing aircraft. - Find the aid's of all aircraft whose cruising range is greater than the minimum distance from the routes from Bangalore to Delhi.
7.	Consider the schema for College Database and draw and ER Diagram. STUDENT (USN, SName, Address, Phone, Gender) SEMSEC (SSID, Sem, Sec) CLASS (USN, SSID) SUBJECT (Subcode, Title, Sem, Credits) IAMARKS (USN, Subcode, SSID, Test1, Test2, Test3, FinalIA) Write SQL queries to - List all the student details studying in fourth semester 'C' Section. - Compute the total number of male and female students in each semester and in each section. - Create a view of Test1 marks of student USN '1BI15CS101' in all subjects. - Calculate the Final IA (average of best two test marks) and update the Corresponding table for all students. - Categorize students based on the following criterion: If Final IA = 17 to 20 then CAT ='Outstanding'

	If Final IA = 12 to 16 then CAT = 'Average' If Final IA < 12 then CAT = 'Weak' Give these details only for 8th semester A, B, and C section students.
PART-B(Mini Project)	
1.	For any problem selected • Make sure that the application should have five or more tables • Indicative areas include; health care, Laboratory Outcomes: The student should be able to: • Create, Update and query on the database. • Demonstrate the working of different concepts of DBMS • Implement, analyze and evaluate the project developed for an application with the front end compatibility.

Course Title	Microcontroller and IoT Lab				Course Type		HC	
Course Code	B22EF0406	Credits	1		Class		IV	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25	25

COURSE OVERVIEW:

This lab course aims to provide hands-on experience in designing, programming, and implementing projects using microcontrollers and IoT technologies. Students will learn the fundamental concepts of microcontrollers, interfacing sensors and actuators, and building IoT systems. The lab exercises will involve hardware setup, programming, and real-world applications of microcontroller-based projects.

Prerequisites:

1. Basic knowledge of programming concepts
2. Understanding of basic electronics and circuits

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the architecture and working principles of microcontrollers
2. Develop programming skills for microcontrollers
3. Learn sensor interfacing techniques
4. Acquire knowledge of IoT protocols and communication methods
5. Design and implement IoT projects using microcontrollers
6. Troubleshoot and debug microcontroller-based systems

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify different communication protocols used in IoT applications and their characteristics.	1,2,3,4,5,6,9,11,12	1,2,3
CO2	Demonstrate an understanding of sensor interfacing principles and their application in data collection.	1,2,3,4,5,6,9,11,12	1,2,3
CO3	Apply programming skills to write code for microcontrollers to control sensors and actuators.	1,2,3,4,5,6,9,11,12	1,2,3
CO4	Analyze and troubleshoot issues in microcontroller-based systems by identifying and resolving hardware or software problems.	1,2,3,4,5,6,9,11,12	1,2,3
CO5	Design and develop IoT projects by integrating microcontrollers, sensors, actuators, and cloud platforms.	1,2,3,4,5,6,9,11,12	1,2,3

CO6	Assess the security considerations and potential vulnerabilities in IoT systems implemented with microcontrollers.	1,2,3,4,5,6,9,11,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO-1	√					
CO-2		√				
CO-3			√			
CO-4				√		
CO-5			√			
CO-6				√		

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	3	3	3			3		3	3	3	2	2
CO2	3	3	3	3	3	3			3		3	3	3	2	2
CO3	3	2	1	3	2	2			3		2	3	3	2	2
CO4	2	2	2	2	2	2			2		2	2	3	2	2
CO5	2	2	2	2	2	2			2		2	2	3	2	2
CO6	3	2	3	2	2	2			2		2	2	3	2	2

Note:1-Low,2-Medium,3-High

Programs	Problem statements	Tools and Techniques	Expected Skill /Ability
PART-A			
1	LED Blinking: Write a program to control an LED connected to a microcontroller's GPIO pin. The LED should blink at a specific frequency.	Raspberry Pi	c/c++/python
2	Button Input: Write a program to read the state of a push button connected to a microcontroller's GPIO pin. Toggle the state of an LED based on the button press.	Raspberry Pi	c/c++/python
3	Temperature and Humidity Sensing: Interface a temperature and humidity sensor with the microcontroller. Write a	Raspberry Pi	c/c++/python

	program to read the sensor values and display them on an LCD or send them to a computer via serial communication.		
4	Motion Detection: Interface a motion sensor with the microcontroller. Write a program to detect motion and trigger an action, such as turning on an alarm or activating a motor.	Raspberry Pi	c/c++/python
5	Data Logging: Implement a program to log sensor data to an external storage device (e.g., SD card). Store the data in a specific format for later analysis and visualization.	Arduino IDE/ PlatformIO / Raspberry Pi / Proteus	c/c++/python
6	Internet of Things (IoT) Data Transmission: Interface a microcontroller with an IoT platform (e.g., MQTT or cloud service). Write a program to collect sensor data and transmit it to the IoT platform for storage and analysis.	Arduino IDE/ PlatformIO / Raspberry Pi / Proteus	c/c++/python
7	Water Level Monitoring: Interface a water level sensor with the microcontroller and display the current water level on an LCD or send notifications when the water level reaches a certain threshold.	Arduino IDE/ PlatformIO / Raspberry Pi / Proteus	c/c++/python
8	Home Automation: Design a home automation system using the microcontroller and various sensors and actuators. Write programs based on user-defined rules and triggers to control lighting, temperature, and security systems.	Arduino IDE/ PlatformIO / Raspberry Pi / Proteus	c/c++/python
PART-B: Mini Project			
1	Smart Garden Irrigation Step 1: Set up the Hardware 1. Connect the soil moisture sensor to the Raspberry Pi's analog input pin (e.g., GPIO 0 or A0). 2. Connect the water pump to a GPIO pin (e.g., GPIO 17) on the Raspberry Pi. 3. Connect a relay module between the Raspberry Pi's GPIO pin and the water pump to control the pump's power. Step 2: Install Necessary Libraries Ensure you have the RPi.GPIO library installed, as it will be used to control the GPIO pins Step 3: Write the Python Code Create a Python script (e.g., smart_garden_irrigation.py) and add the code Step 4: Run the Python Script Open a terminal on your Raspberry Pi, navigate to the directory containing the smart_garden_irrigation.py script	Arduino IDE/ Raspberry Pi /	Python programming language

	The program will continuously monitor the soil moisture level. If the moisture goes below the specified threshold, the water pump will be turned on to water the plants for a short duration.		
2.	weather monitoring station Step 1: Gather the Hardware Here's a list of the hardware components you'll need for the weather station: 1. Raspberry Pi (any model with GPIO pins, but Raspberry Pi 3 or newer is recommended) 2. DHT11 or DHT22 Temperature and Humidity Sensor 3. BMP180 or BMP280 Barometric Pressure Sensor 4. Breadboard and jumper wires 5. MicroSD card (8GB or more) with Raspbian (or Raspberry Pi OS) installed 6. Power supply for the Raspberry Pi 7. Internet connection (Wi-Fi or Ethernet) Step 2: Set Up the Raspberry Pi 1. Insert the microSD card with Raspbian into the Raspberry Pi. 2. Connect the Raspberry Pi to a monitor, keyboard, and mouse for initial setup. 3. Boot up the Raspberry Pi, follow the setup wizard to connect to Wi-Fi, and update the system using the terminal (sudo apt update && sudo apt upgrade). Step 3: Wiring the Sensors 1. Connect the DHT11 or DHT22 sensor to the Raspberry Pi's GPIO pins for temperature and humidity readings. 2. Connect the BMP180 or BMP280 sensor to the Raspberry Pi's GPIO pins for barometric pressure readings. 3. Double-check the wiring and connections to ensure everything is properly connected. Step 4: Install Required Libraries 1. Open the terminal on the Raspberry Pi. 2. Install the necessary libraries for the sensors: For DHT11/DHT22 sensor: <pre>pip install adafruit-circuitpython-dht</pre> For BMP180/BMP280 sensor: <pre>pip install adafruit-circuitpython-bmp180</pre> or <pre>pip install adafruit-circuitpython-bmp280</pre> Step 5: Write the Python Code	Arduino IDE/ Raspberry Pi /	Python programming language

	Create a Python script to read data from the sensors and display it Step 6: Run the Python Script 1. Save the Python script (e.g., weather_station.py) on the Raspberry Pi. 2. Open a terminal, navigate to the script's location, and run the script using: The data should now be displayed in the terminal as it is read from the se Step 7: Display Data on a Web Server To display the data on a web server, you can create a simple web application using Flask. Make sure Flask is installed on the Raspberry Pi:sors. Next, modify the Python script to expose the sensor data through a web interface: Create a new folder in the same directory as the Python script called "templates." Inside this folder, create a new file called "index.html" with the following content: <pre><!DOCTYPE html> <html> <head> <title>Weather Station</title> </head> <body> <h1>Weather Station</h1> <p>Temperature: {{ temperature }} °C</p> <p>Humidity: {{ humidity }}%</p> <p>Pressure: {{ pressure }} Pa</p> <p>Altitude: {{ altitude }} meters</p> </body> </html></pre> Step 8: Access the Web Interface 1. Run the modified Python script again on the Raspberry Pi: 2. Open a web browser on any device connected to the same network as the Raspberry Pi. 3. Enter the Raspberry Pi's IP address in the browser's address bar, and you should see the weather data displayed on the web page.		
3.	Intrusion Detection System Step 1: Gather the Hardware Here's a list of the hardware components you'll need for the intrusion detection system: 1. Raspberry Pi (any model with GPIO pins, but Raspberry Pi 3 or newer is recommended) 2. Raspberry Pi Camera Module (or USB webcam)	Arduino IDE/ Raspberry Pi /	Python programming language

	3. Breadboard and jumper wires (if using a PIR motion sensor) 4. Passive Infrared (PIR) Motion Sensor (optional) 5. MicroSD card (8GB or more) with Raspbian (or Raspberry Pi OS) installed 6. Power supply for the Raspberry Pi 7. Internet connection (Wi-Fi or Ethernet) Step 2: Set Up the Raspberry Pi 1. Insert the microSD card with Raspbian into the Raspberry Pi. 2. Connect the Raspberry Pi to a monitor, keyboard, and mouse for initial setup. 3. Boot up the Raspberry Pi, follow the setup wizard to connect to Wi-Fi, and update the system using the terminal (sudo apt update && sudo apt upgrade). Step 3: Install Required Libraries 1. Open the terminal on the Raspberry Pi. 2. Install the necessary libraries for the camera module and email notifications: Step 4: Connect the Camera Module If you are using the official Raspberry Pi Camera Module, attach it to the CSI port on the Raspberry Pi. Make sure it's properly connected. Step 5: Write the Python Code Create a Python script to detect motion using the camera module and send notifications via email. Step 6: Run the Python Script 1. Save the Python script (e.g., intrusion_detection.py) on the Raspberry Pi. 2. Open a terminal, navigate to the script's location, and run the script using: Step 7: Test the Intrusion Detection Move in front of the camera to trigger the motion detection. When motion is detected, an image will be captured and sent to the specified email address. Note: Email notifications require access to an SMTP server and valid email credentials for sending emails. If you don't have access to an SMTP server, you can also use third-party email services or APIs that provide email functionality.		
4.	IoT-based vehicle tracking system Step 1: Gather the Hardware Here's a list of the hardware components you'll need for the vehicle tracking system:	Arduino IDE/ Raspberry Pi /	programming language

	1. Arduino board (Arduino Uno, Arduino Nano, or similar) 2. GPS module (such as NEO-6M or NEO-M8N) 3. GSM module (SIM800L or similar) for sending GPS data to a server 4. Breadboard and jumper wires 5. Antenna for the GPS and GSM modules 6. SIM card with a data plan (for the GSM module) 7. Power supply (battery or DC adapter) for the Arduino and modules Step 2: Connect the Hardware 1. Connect the GPS module to the Arduino board using jumper wires. Typically, the GPS module communicates with Arduino through UART (Serial Communication). 2. Connect the GSM module to the Arduino board using jumper wires. Ensure you connect the required TX and RX pins between the GSM module and Arduino for communication. 3. Connect the antennas to the GPS and GSM modules. Step 3: Set Up Arduino IDE 1. Download and install the Arduino IDE from the official Arduino website. 2. Connect your Arduino board to your computer using a USB cable. 3. Open the Arduino IDE and set the correct board and port under the "Tools" menu. Step 4: Install Required Libraries 1. In the Arduino IDE, go to "Sketch" > "Include Library" > "Manage Libraries." 2. Search and install the necessary libraries for GPS and GSM modules. For GPS, you may need a library like TinyGPS++ or Adafruit GPS library. For GSM, you may need a library like Adafruit FONA. Step 5: Write the Arduino Code Now, you'll write the Arduino code to read GPS data and send it to a server via the GSM module. Step 6: Upload the Code to Arduino Verify and upload the Arduino code to your Arduino board using the Arduino IDE. Step 7: Set Up the Server You need a server to receive and store the GPS data sent by Arduino. You can use a cloud-based server, a web hosting service,		

	or set up your own server. The server should have an endpoint to handle HTTP requests and store the received GPS data in a database. Step 8: Test the Vehicle Tracking System Power up the Arduino with the GPS and GSM modules and place it in the vehicle. The Arduino will read GPS data and send it to the server via the GSM module. You can then check the server to see the received GPS data and track the vehicle's location in real time.		

TEXTBOOKS

1. Muhammad Ali Mazidi, Janice Gillispie Mazidi, Rolin D. McKinlay. The 8051 Microcontroller and Embedded Systems Using Assembly and C. Pearson/Prentice Hall, 2006
2. Richard Blum. Arduino Programming in 24 Hours, Sams Teach Yourself. Pearson Education, Inc. 2015
3. Perry Lea."Internet of Things for Architects: Architecting IoT solutions by implementing sensors, communication infrastructure, edge computing, analytics, and security". Packt Publishing Ltd, 2018

Course Title	Skill Development Course - 2				Course Type		SDC	
Course Code	B22EI0402	Credits	2		Class		IV Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practical	2	4	4	Theory	Practical	CIE	SEE
	Total	2	4	4	-	56	50%	50%

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Skill development-2:

Students will be offered training and certifications on the trending technologies from the industry experts.

The students are evaluated and certified after the training programs.

V SEMESTER

Sl. No	Course Code	Title of the Course	HC/F C /SC/ OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XXO51X	Open Elective – 1 (multidisciplinary)	OE	3	0	0	3	3	50	50	100	POE
2	B22ED0501	Indian Heritage and Culture	MC	2	0	0	0	2				HSMC
3	B22EF0501	Theory of Computation	HC	3	0	0	3	3	50	50	100	PCC
4	B22EI0501	IoT Systems Processors	HC	3	0	0	3	3	50	50	100	PCC
5	B22EF0503	Computer Networks	HC	3	0	0	3	3	50	50	100	PCC
6	B22EI0502	Cryptography and Network Security	HC	3	0	0	3	3	50	50	100	PCC
7	B22EIS51X	Professional Elective - 2	SC	3	0	0	3	3	50	50	100	PEC
8	B22EIS52X	Professional Elective - 3	SC	3	0	0	3	3	50	50	100	PEC
9	B22EI0503	IoT System Processors Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EF0506	Computer Networks Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EI0504	Cryptography and Network Security Lab	HC	0	0	1	1	2	25	25	50	PCC
12	B22EI0505	Skill Development course 3	SDC	0	0	2	2	4	50	50	100	SDC
TOTAL				23	0	5	26	33	475	475	950	
TOTAL SEMESTER CREDITS				26								
TOTAL CUMULATIVE CREDITS				114								
TOTAL CONTACT HOURS				33								
TOTAL MARKS				950								

Course Title	Cyber Security				Course Type		OE	
Course Code	B22EI0511	Credits	3		Class		V Sem	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	0	50	50

COURSE OVERVIEW:

The objective of the course is to introduce students to Cyber security issues, attacks, vulnerability and techniques of security in operating system, networks and cloud forensics. The course is focused on cyber security real world examples to enhance the students' understanding in all phases of security concerns in any network based

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the cyber security principles, as well as the policy and standards.
2. Describe the difference between threat, attack and vulnerability.
3. Apply the techniques of security in Operating System and Database.
4. Explain the cryptography in Network Security and Cloud Forensics.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand the aspects of Cyber Security and various Cyber-attacks	1,2,3,4,5,6,8	1,3
CO2	Describe the security in operating and network systems	1,2,3,4,5,6,8	1,3
CO3	Apply and resolve security issues in network and database	1,2,3,4,5,6,8	1,3
CO4	Make use of cryptography methods in network security and firewalls	1,2,3,4,5,6,8	1,3
CO5	Analyze different challenges in Cloud Forensics	1,2,3,4,5,6,8,9,12	1,2,3
CO6	Illustrate remedies for various cyber security breaches	1,2,3,4,5,6,8,9,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		✓				
CO2		✓				
CO3			✓			
CO4			✓			
CO5				✓		
CO6				✓		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	1	3	1	2	1	2	-	-	-	-	1	-	2
CO2	3	1	1	3	1	2	-	2	-	-	-	-	1	-	2
CO3	3	1	1	3	1	2	-	2	-	-	-	-	2	-	2
CO4	3	1	1	3	1	2	-	2	-	-	-	-	2	-	3
CO5	2	1	1	3	1	2	-	2	1	-	-	1	1	1	2
CO6	2	1	1	3	1	2	-	2	1	-	-	1	2	1	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**THEORY:****UNIT – 1****INTRODUCTION TO CYBER SECURITY:**

Basic Cyber Security Concepts, layers of security, Vulnerability, Threat, Harmful acts, Controls - Authentication -Access Control and Cryptography.

The Web—User Side: Browser Attacks - Web Attacks Targeting Users - Obtaining User or Website Data - Email Attacks

UNIT – 2**SECURITY IN OPERATING SYSTEMS & NETWORKS:**

Security in Operating Systems - Security in the Design of Operating Systems -Rootkit - Network Security Attack- Threats to Network Communications - Wireless Network Security - Denial of Service - Distributed Denial-of-Service.

UNIT – 3**DEFENCES: SECURITY COUNTERMEASURES:**

Cryptography in Network Security - Firewalls - Intrusion Detection and Prevention Systems - Network Management Databases - Security Requirements of Databases - Reliability and Integrity - Database Disclosure - Data Mining and Big Data.

UNIT – 4**CLOUD FORENSICS:**

An Overview of Cloud Computing, Legal Challenges in Cloud Forensics, Technical Challenges in Cloud Forensics, Acquisitions in the Cloud

Case Study: Cyber Security Policy Security Planning, Ethics Cyber Security, The Internet of Things

TEXT BOOKS:

1. Charles P.Pfleeger and Shari Lawrence Pfleeger “Security in Computing” , 5th edition, PHI of India, 2015
2. Nelson Phillips and Enfinger Stuart, “Computer Forensics and Investigations”, Cengage Learning, New Delhi

REFERENCE BOOKS:

1. Nina Godbole, Sunit Belapure, “Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives”, Wiley India Pvt. Ltd. , 2011

2. B. B. Gupta, D. P. Agrawal, Haoxiang Wang, Computer and Cyber Security: Principles, Algorithms, Applications, and Perspectives, CRC Press, 2018.
3. Chwan-Hwa (John) Wu, J. David Irwin, Introduction to Computer Networks and Cyber security, CRC Press T&F Group, 2013.
4. John W. Rittinghouse and William N. Hancock “Cyber Security Operations handbook”, Elsevier, 2003

SWAYAM/NPTEL/MOOCs:

1. Introduction to Cyber Security | Coursera
2. Cryptography and Network Security - Course (nptel.ac.in)

SELF-LEARNING EXERCISES:

Machine Learning in Cyber Security

Course Title	Cyber Physical Systems				Course Type	OE	
Course Code	B22EI0512	Credits	3		Class	V Semester	
Course Structure	LTP	Credits	Contact	Work	Total Number of Classes	Assessment in	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-		50%	50%
	Practical	-	-	-			
	Total	3	3	3	42	50%	

COURSE OVERVIEW:

Cyber-physical systems (CPS) is an amalgamation of physical processes, wireless networking and extensive computing. The physical processes are monitored with varied sensors and then communicated through networking to create an automated feedback-based embedded control system. The automated/ smart systems are modelled from the data points through technological abstractions of IoT, intelligent systems, machine learning and pattern recognition.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Infer the mathematical models behind cyber-physical systems.
2. Study different techniques and security attacks.
3. Understand the interactions and issues related to cyber-physical systems.
4. Develop an exposition of the challenges in implementing a cyber-physical system
5. Expose the student to real world problems in this domain and provide a walkthrough the design and validation problems for such systems.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Construct the symbolic models for a given cyber physical system	1,2,3,4	1
CO2	Summarize the design aspects of controller system in cyber physical system perceptive.	1,2	1
CO3	Inspect the security aspects of various cyber physical systems.	1,2,11	1
CO4	Compare different synchronous and asynchronous architectures to improve the interactions of globally connected (distributed) CPS.	1,2	1
CO5	Analyze the existing challenges of security in cyber physical systems.	1,2,4,5,9,11	1
CO6	Interpret the different cyber physical systems applications.	2,4,5	1

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1			√			
CO2		√				
CO3				√		
CO4		√				
CO5				√		
CO6			√			

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	2	2	3	3									1		
CO 2	2	2											3		
CO 3	2	2									3		1		
CO 4	2	2											3		
CO 5	2	2		3	2				2		3		3		
CO 6		2		2	3								3		

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

SYMBOLIC SYNTHESIS FOR CYBER-PHYSICAL SYSTEMS : Introduction and Motivation, Basic Techniques, Layered Models in CPS, Problem Definition, Solving the Synthesis Problem, Construction of Symbolic Models, Advanced Techniques,.

UNIT – 2

SOFTWARE AND PLATFORM ISSUES IN FEEDBACK: CONTROL SYSTEMS: Introduction, Basic Techniques, Controller Timing, Controller Design for resource efficiency, Advanced Techniques. Logical Correctness of Hybrid Systems: Introduction, Basic Techniques, Discrete Verification, Advanced Techniques.

UNIT – 3

SECURITY OF CYBER-PHYSICAL SYSTEMS: Cyber Security Requirements, Attack Model, Countermeasures, Advanced Techniques, Internet of Things security, SDN, Network security and challenges.

UNIT – 4

SYNCHRONIZATION IN DISTRIBUTED CYBER-PHYSICAL SYSTEMS & APPLICATIONS: Challenges in Cyber-Physical Systems, A Complexity Reduction Technique for Synchronization, Basic Techniques, Medical Cyber-Physical Systems, Energy Cyber-Physical Systems, Cyber Physical Systems platform components, implementational issues and secure Deployment.

TEXT BOOKS/ REFERENCE BOOKS:

1. Rajkumar R., de Niz, D., and Klein, M., "Cyber-Physical Systems", 1st Edition, Addison-Wesley Professional, 2017.
2. Alur R., "Principles of Cyber-Physical Systems", MIT Press, 2015.
3. Roy, S., and Das, S. K., "Principles of Cyber-Physical Systems: An Interdisciplinary Approach", Cambridge University Press, 2020.

4. Alasdiar, Gill Chryst , "Iot Security Issues", De-Gruyter.
5. "Embedded Systems Foundations of Cyber-Physical Systems", Peter Marwedel, Springer.
6. "Principles of Cyber-Physical Systems", Rajeev Alur, MIT Press.
7. "Computational Foundations of Cyber Physical Systems" (IIT KGP Course), Soumyajit Dey
<http://cse.iitkgp.ac.in/~soumya/cps/cps.html>)

SWAYAM NPTEL/MOOCs:

5. https://onlinecourses.nptel.ac.in/noc23_cs62/preview

Course Title	Indian Heritage and Culture				Course Type		MC	
Course Code	B22ED0501	Credits	-		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	2	2				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	-	2	2	28	-	-	-

COURSE OVERVIEW

India is one of the ancient civilizations of the world which has stood the test of time. In fact what makes Indian culture unique among other ancient civilizations is its ability to accommodate and assimilate external influences and weave them into its own cultural fabric. This composite influence has not only enriched the cultural milieu of India, it has also made it stronger. Indian art, architecture, music, language, philosophy and religion reflect this diversity of influence that has occurred through centuries. This is the beauty of Indian Culture and Heritage. As Indian citizens not only do we need to be proud of this pluralistic and rich cultural heritage but also to study it objectively and assess it critically.

Course Objectives:

1. To provide conceptual knowledge of Indian culture.
2. To acquire the knowledge of history of ancient India,
3. To introduce students to the history related to Indian culture through ages.
4. To illustrate the unity and the underlying diversity in the Indian languages.
5. To help students understand the religious movements in ancient India.
6. To help learners understand the factors which unite the religion and philosophy of India.

Course Outcomes:

On completion of the course students will be able to:

1. Describe the distinctive features of Indian culture; identify the central points and uniqueness of Indian culture.
2. Understand the concept and meaning of culture and establish the relationship between cultures through the ages.
3. Develop an awareness of the variety of languages and literature in India.
4. Examine the relationship between socio-cultural changes in the Indian society and the literature in different Indian languages.
5. Identify the characteristics of various religious movements in ancient India.
6. Examine the contributions of various philosophies.

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√	√			
CO2	√	√			√	
CO3		√				
CO4			√		√	
CO5		√				√
CO6				√	√	

COURSE ARTICULATION MATRIX

CO/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3
CO1			1			3	3	3	3	3					
CO2			1			3	3	3	3	3					
CO3			1			3	3	3							
CO4			1			3	3		3						
CO5									3	3	3	2			
CO6									2	3	3	2			

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**THEORY****Unit - 1 Culture**

Culture: Concept of culture, culture and civilization, culture and heritage, general characteristics of culture, Importance of culture in human life, Characteristics of Indian culture, Culture and civilization, Culture and heritage, General characteristics of culture.

Unit – 2 History and Culture through the Ages

Importance of studying history, ancient India, Vedic culture, popular religious reforms, the Persian invasion and its impact on Indian culture, the Greek (Macedonian) invasion and its impact on Indian culture, Ashoka the great : representing the acme of Indian culture, art, and architecture: Mauryan beginnings, post - Mauryan cultural developments.

Unit – 3 Languages and Literature

Indian languages: the role of Sanskrit, the Vedas, the Upanishads, the Ramayana, and the Mahabharata, puranas, Buddhist and Jain literature in Pali, Prakrit and Sanskrit, other Sanskrit literature, Telugu, Kannada and Malayalam literature, Tamil or Sangma literature, northern Indian languages & literature - Persian and Urdu.

Unit – 4 Religion and Philosophy

Religion, Pre-Vedic and Vedic religion, unorthodox religious movements, theistic religions, folk cults Vaishnava, movement in the south, Shaivism, minor religious movements, Vedic philosophy, Charvaka school, Jain philosophy, philosophy of the buddha.

Textbooks

1. Sundararajan K.R., Hindu Spirituality - Vedas through Vedanta, Cross Road Publications, New York, 1997.
2. Griffiths Bede, Yoga and the Jesus Prayer Tradition, Asian Trading Corporation, Bangalore, 1992.
3. Ansh Mishra, Science in Ancient India, Indian Corporation, New Delhi, 1998.
4. Sen Taylor, Collen. Feasts and Fasts: A History of Food in India. Reaktion Books, New Delhi, 2014.
5. Thapar, Romila, Readings in Early Indian History. Oxford University Press. New Delhi, 2018.

Course Title	Theory of Computation				Course Type	HC		
Course Code	B22EF0501	Credits	3		Class	V Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

The course introduces some fundamental concepts in automata theory and formal languages, which deals with concepts of automata, formal languages, grammar, pushdown automaton, Turing machine. These form basic models of computation; they are also the foundation of many branches of computer science, viz. compilers, software engineering, concurrent systems, etc. The reasons to study Automata Theory and Formal Languages are that Automata Theory provides a simple, elegant view of the complex machine that we call a computer. Automata Theory possesses a high degree of permanence and stability, in contrast with the ever-changing paradigms of computer systems technology, development, and management. Further, parts of the Automata theory have a direct bearing on practice, such as Automata on circuit design, compiler design, and search algorithms; Formal Languages and Grammars on compiler design; and Complexity on cryptography and optimization problems in manufacturing, business, and management.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the concepts of Deterministic and Non-Deterministic Finite Automata.
2. Demonstrate the use of Regular Expressions for constructing DFA and NFA.
3. Illustrate the construction of Context-Free Grammar for a given language.
4. Narrate advanced computing Machines such as PDA and Turing Machine

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Construct the Finite State Machine by applying the concepts of DFA, NFA and Epsilon-NFA.	1 to 5,11,12	1,2,3
CO2	Express the Regular Expressions for DFA, NFA and Epsilon-NFA.	1 to 5,11,12	1,2,3
CO3	Identify ambiguity in Grammar and Construct CFG for the given language in Normal Forms.	1 to 5,11,12	1,2,3
CO4	Apply the concepts of Push down Automata and Turing machine for a given Language.	1 to 5,11,12	1,2,3
CO5	Classify a problem for different models of Computation.	1 to 5,11,12	1,2,3
CO6	Recognize skills in formal reasoning and reduction of a problem to a formal model.	1 to 5,11,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2		√				
CO3		√				
CO4			√			
CO5		√				
CO6		√				

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	3	3	3	-	-	-	2	-	3	3	1	3	3
CO2	2	2	3	3	3	-	-	-	2	-	3	3	1	3	3
CO3	2	2	3	3	3	-	-	-	2	-	3	3	1	3	3
CO4	2	2	3	3	3	-	-	-	2	-	3	3	1	3	3
CO5	2	2	3	3	3	-	-	-	2	-	3	3	3	3	3
CO6	2	2	3	3	3	-	-	-	2	-	3	3	2	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Finite Automata (FA): Introduction, Alphabets; Languages; strings; Deterministic Finite Automata (DFA) -Formal definition, simpler notations (state transition diagram, transition table), language of a DFA. Nondeterministic Finite Automata (NFA) - Definition of NFA, language of an NFA, Equivalence of Deterministic and Non-deterministic Finite Automata, Applications of Finite Automata, Finite Automata with Epsilon Transitions, Eliminating Epsilon transitions,.

UNIT – 2

Regular Expressions (RE): Minimization of Deterministic Finite Automata, Introduction to Regular Expression, Identities of Regular Expressions, Finite Automata and Regular Expressions- Converting from DFA's to Regular Expressions, Converting Regular Expressions to Automata, Applications of Regular Expressions. Equivalence of finite automata and regular expressions; pumping lemma for regular languages;

UNIT – 3

Regular Grammars, Context Free Grammars and Normal Forms: Definition, regular grammars and FA, FA for regular grammar, Regular grammar for FA. Context Free Grammars; Derivation Trees, Sentential Forms, Rightmost and Leftmost derivations of Strings. Ambiguity in CFG's; Normal forms-CNF and GNF.

UNIT – 4

Push Down Automata (PDA): Definition, Model, Acceptance of CFL, Acceptance by Final State and Acceptance by Empty stack and its Equivalence, Equivalence of CFG and PDA.

Turing Machines (TM): Formal definition and behavior, Languages of a TM, Problems.

TEXT BOOKS:

1. John E Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Introduction to Automata Theory, Languages and Computation, 3rd Edition, Pearson Education, 2009.
2. Peter Linz, An Introduction to formal Languages and Automata, 4/ E, Jones and Bartlett Publishers, 2006.

REFERENCE BOOKS:

1. Kamala Krithivasan, Rama R, Introduction to Formal Languages, Automata Theory and Computation, Pearson, 2009.
2. B N Srinivasa Murthy, Formal Languages and Automata Theory, Sanguine Publishers, 2006.

JOURNALS/MAGAZINES:

1. <https://theoryofcomputing.org/>
2. <https://www.springer.com/journal/224/>
3. <https://www.sciencedirect.com/journal/theoretical-computer-science>
4. <https://www.worldscientific.com/worldscinet/ijfcs>
5. <https://lmcs.episciences.org/>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc19_cs79/preview
2. <https://nptel.ac.in/courses/106104028>
3. <https://www.classcentral.com/course/youtube-computer-science-theory-of-computation-47562>
4. <https://www.udemy.com/course/theory-of-computation-automata-theory-finite-automata/>
5. <https://nptel.ac.in/courses/106/103/106103070/>
6. <https://www.udemy.com/course/theory-of-automata/>
7. <https://www.edx.org/course/automata-theory>
8. <https://www.coursera.org/courses?query=theory%20of%20computation>

Course Title	IoT Systems Processors				Course Type		HC	
Course Code	B22EI0501	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

This subject deals in learning processor for developing internet of things-based applications. Here we looking into studying ESP32 processor to develop internet of things-based system. In this subject we learn interfacing ESP32 with application for implementing some real-world systems.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Study the basics of an IOT based system with ESP32 processors for usage of the processor for real word problem.
2. Learn to program the ESP32 processor for real time applications.
3. Explore ESP32 for networking using WiFi devices for making real time applications.
4. Illustrate the working of ESP32 with cloud for using it with real time problems.

COURSEOUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Demonstrate the basic concepts of internet of things using ESP32 for real time applications.	1,2,3,12	1,2
CO2	Illustrate the working principles of ESP32 internal components.	1,2,3,4	1,2
CO3	Experiment to interface ESP32 with different input / output devices.	2,3,4	1
CO4	Develop programs using ESP32 processor related to Wifi and other networking standards.	1,2,3,4	1,2
CO5	Solve cloud related problem with ESP32 processor.	1,2,3,4,5	1,3
CO6	Explain the use of ESP32 to solve real world problems like alexa.	1,2,3,5,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1		3	3									2	3	2	
CO2		3	2	2									3	2	
CO3		2	2	2									2		
CO4		3	2	2									3	3	
CO5		3	2	2	3								3		3
CO6		2	2		3							3	3		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

Unit-1:

Introduction to IOT & ESP32

IoT as an emerging technology and its application areas with some examples, the basic structure of IoT solutions, including security considerations, An introduction to the ESP32 platform and modules, Available development platforms and frameworks, **Real-Time Operating System (RTOS)** options for ESP32, Toolchain installation, programming, and debugging ESP32.

Unit-2:

Working with devices

Warming up: **Basic input/output (I/O)** with buttons, **potentiometers (pots)**, and **light-emitting diodes (LEDs)**, Working with sensors, Working with actuators Using LCDs, Interfacing with OLED displays, TFT displays for superior graphics, Using

FreeRTOS, UART communication, Adding a speaker with I2S, Developing a camera application, Power management, deep sleep, and ULP

Unit-3:

Working With WiFi & Security

Using Wi-Fi in station and access point modes , Using lwIP – a TCP/IP stack for embedded devices, Secure boot and **over-the-air (OTA)** updates, Securing communication with TLS/DTLS, Integrating with secure elements

Unit-4:

Working With cloud

IoT protocols with ESP32, Understanding cloud IoT platforms, Developing on AWS IoT, Using voice assistants, Integrating with Amazon Alexa, Defining rules with IFTTT

TEXTBOOKS

1. **Developing IoT Projects with ESP32, Packt Publishing, Sept 2021.**

REFERENCE BOOKS:

1. Advanced IOT, Packt Publishing, Feb 2020.
2. Internet of Things Projects with ESP32, Packt Publishing, Mar 2019

SWAYAM NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/106105166>
2. <https://nptel.ac.in/courses/106105195>

Course Title	Computer Networks				Course Type		HC	
Course Code	B22EF0503	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

The main emphasis of this course is on the organization and management of local area networks (LANs). The course description include learning about computer network organization and implementation, obtaining a theoretical understanding of data communication and computer networks, and about Open Systems Interconnection (OSI) communication model with TCP/IP protocol; This course provides knowledge of error detection and recovery; local area networks; bridges, routers and gateways; network naming and addressing; and local and remote procedures. This course also emphasis on User Datagram Protocol, TCP Congestion Control; DNS Message Formatting and RemoteLogin Protocols.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the protocol stacks (OSI and TCP/IP) for data communication.
2. Discuss the MAC protocols, error detection & correction strategies for data transmission over the networking devices.
3. Describe the standards for data communication with routing protocols.
4. Illustrate the client server communication using TCP or UDP protocols and other application level protocols.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	Pos	PSOs
CO1	Make use of the physical layer concepts in computer communications and networking.	1 to 3	1
CO2	Analyze and Design the computer network with simplicity, scalability and better performance.	1 to 5	2
CO3	Appraise the working principles of Internet.	1,2,5	3
CO4	Compile the effectiveness of MAC Layer, Network Layer and Transport Layer Protocols in designing network applications.	1 to 4	2
CO5	Summarize the key components and protocols used in interconnection of the Network.	1,3,4	1,3
CO6	Demonstrate different application and transport protocols used in real world application.	1 to 5	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2				√		
CO3			√			
CO4			√			
CO5		√				
CO6		√	√			

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2										2		
CO2	3	3	3	2	2									2	
CO3	3	2			2										3
CO4	3	3	2	2										2	
CO5	2		2	2									3		3
CO6	3	3	3	3	2									3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction to Data Communication and Networking: Internet history and Internet today, Data Communications, Networks, Network Topologies, Classification of Networks, Protocols & Standards Layered Architectures: Tasks, The OSI model, Layers in OSI model, TCP/IP Protocol suite, Addressing

Introduction to switching: Circuit Switched Networks, Datagram Networks, Virtual Circuit Networks, Physical Layer: Introduction to Transmission Media, Periodic Analog signals, Digital signals, Nyquist bit rate, shanon capacity, performance, PCM, DM, Parallel transmission, serial transmission, ASK, FSK, PSK, QAM, AM, FM, PM. Introduction to Network Tools: WireShark, PacketTracer, NS3, etc.

UNIT – 2

Coding: Line Coding, Introduction to Multiplexing: FDM, WDM, TDM, FHSS, DSSS.

Error Detection and Correction: Introduction, cyclic Codes: CRC, Internet checksum. Framing, DataLink Protocols: Point-to-Point Protocol.

MAC Protocols: classification of MAC protocols, Random access (ALOHA, CSMA/CD, CSMA/CA), Controlled Access (Reservation, Polling, Tokenpassing), Channelization Protocols (FDMA, TDMA, CDMA)

Introduction to Networking Devices: Repeaters, Hubs, Bridges, Routers, and High layered switches, Gateways, Virtual LAN.

UNIT – 3

Standards: IEEE Standards, Standard Ethernet, Gigabit Ethernet. IEEE 802.11: Architecture, MAC Sub layer, Addressing Mechanism.

Network Layer: IPv4 addresses, IP Datagram format, ICMP Messages, Introduction to Mobile IP for mobility management, IPv6 addresses, IPv6 Packet Format, Transition from IPv4 to IPv6, Routing algorithms (DistanceVector, Link State and Path vector), Unicast Routing protocols (RIP, OSPF). Awareness on BGP, Introduction to Multicasting protocols, brief introduction to multicast protocols such DVMRP, MOSPF, PIM.

UNIT – 4

Transport Layer: Introduction to Stop and Wait, GoBack-N, Selective repeat N, Piggybacking. Services and portnumbers, User Datagram Protocol (UDP): UDP Segment, Transmission Control Protocol (TCP): TCP Segment, TCP Connection Setup, Application of TCP and UDP. TCP flow control, TCP error control, TCP Congestion Control and options, Introduction to SCTP services and features.

Application Layer: Client server programming using UDP and TCP, DNS, SMTP. Introduction to Remote Login Protocols: TELNET Protocol and SSH Protocol.

PRACTICE:

No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
Part-A			
1	a) Study of different types of Network cables and practically implement the cross-wired cable and straight through cable using clamping tool.	RJ-45 connector, IO Connector, Crimping Tool, Twisted pair Cable, Cable Tester.	Cable Crimping, Standard Cabling and Cross Cabling, IO connector crimping and testing the crimped cable using a cable tester can be done successfully.
	b) Install and Configure Wired and Wireless NIC and transfer files between systems in LAN and Wireless LAN.	NIC, Adapter	Installation and configuration of Wired and Wireless (remotely) NIC and transfer files between systems in LAN and Wireless
			LAN between two systems in a LAN can be done successfully.
	c) Install and configure Network Devices: HUB, Switch and Routers.	HUB, Switch, Router and configuration software	Gain the knowledge on configuring the different Connecting devices.
	d) Connect the computers in Local Area Network.	Computer Systems with connecting media.	Interconnection and building a simple LAN.
2	a) Establish Peer to Peer network connection using two systems using Switch and Router in a LAN.	Computer Systems with connecting media.	Configuration of peer to peer network communication
	b) Configure Internet connection and use IPCONFIG, PING/Tracer and Netstat utilities to debug the network issues.	Connected Computer Systems.	Configure Internet connection
	c) Transfer files between systems in LAN using FTP Configuration, install Printserver in a LAN and share the printer in a network.	Connected Computer Systems with printer.	File transfer between systems in LAN using FTP Configuration.
	d) Study of basic network command and Network configuration commands.	Command Prompt	Network configuration
3	In information theory and coding theory with applications in computer science and telecommunication , error detection and correction or error control are techniques that enable reliable delivery of digital data over unreliable communication channels . Many communication channels are subject to channel noise , and thus errors may be introduced during transmission from the source to a receiver. Error detection techniques allow detecting such errors, while error correction enables reconstruction of the original data in many cases. Write a Program for Implementation of anyone mechanism for Error Detection/Error Correction Techniques.	CRC Hamming Code	Error detection and control in data transmission.

4	A routing algorithm is a procedure that lays down the route or path to transfer data packets from source to the destination. They help indirecting Internet traffic efficiently. Routing algorithm mathematically computes the best path, i.e. "least – cost path" that the packet can be routed through. Write a Program for Implementation of any Routing algorithms.	Distance vector & Linkstate routing	Routing in networks before the communication begins.
Part B: MiniProject1: Design of Corporate Network			
1	Configuring a Switched network and Study of VLAN's and assigning a PC based on the VLAN.	Windows/LinuxOS, Packet Tracer	Switch and VLAN Configuration.
2	Implementing an IP Addressing Scheme Configuring WEP on a Wireless Router. Interpreting Ping and Traceroute Output	Windows/LinuxOS, Packet Tracer	Router configuration and connectivity checking.
3	Configuring Static Routing. Configuring Dynamic Routing protocols RIP, OSPF.	Windows/LinuxOS, Packet Tracer	Static and Dynamic Routing over a network
4	Examining Network Address Translation (NAT). Configuring a Cisco Router as a DHCP Server	Windows/LinuxOS, Packet Tracer	Configuration and working of NAT with setup of DHCP server.
Part C: Mini Project 2: Performance Analysis of TCP and UDP applications over the different Topologies of network			
1	Consider Six nodes and demonstrate the different ways of connecting the mintopology methods. Also specify the different transmission media with specific channel specifications.	Python, NS3, Ubuntu.	Create an interface between the devices using different topologies.
2	Configure the IP address of the nodes in the specified network. Achieve the port specifications for different applications. Apply and Demonstrate the TFTP on the specified Network using UDP. Observe the trace results.	Python, NS3, Ubuntu.	Analyze the performance using UDP based applications
3	Apply and Demonstrate the FTP and TELNET on the specified network using TCP. Observe the trace results.	Python, NS3, Ubuntu.	Analyze the performance using TCP based applications
4	Apply and Demonstrate the Congestion and Error Controlling mechanism in the specified networks. Observe the trace results.	Python, NS3, Ubuntu.	Analyze the congestion and error controlling in TCP based Applications.

TEXT BOOKS:

1. Behrouz A Forouzan, "Data Communications and Networking", 5th Edition, McGraw–Hill, 2016.
2. Nader F. Mir, "Computer and Communication Networks", Pearson Education, 2009.

REFERENCE BOOKS:

1. Alberto Leon-Garcia and Indra Idjaja, "Communication Networks – Fundamental Concepts and Key Architectures", 2nd Edition Tata McGraw–Hill, 2004.
2. Andrew S. Tanenbaum, "Computer Networks", 4th Edition, Pearson Education, 2005.
3. Larry L. Peterson and Bruce S. Davie, "Computer Networks- A system Approach", 5th Edition, Elsevier, 2012.
4. William Stallings, "Data and Computer Communications", 10th Edition, Pearson Education, 2008.
5. Douglas E. Comer, "Internetworking with TCP/IP Vol.1", 6th Edition, Pearson, 1995.

JOURNALS/MAGAZINES

1. IEEE Transactions on Networking.
2. Elsevier Journal of Computer Networks

3. Springer Journal of communications and Information networks.

SWAYAM NPTEL/MOOCs:

1. <https://www.udemy.com/topic/computer-network/>
2. <https://www.coursera.org/courses?query=computer%20network>
3. <https://nptel.ac.in/courses/106/105/106105183/>
4. <https://www.edx.org/learn/computer-networking>

SELF-LEARNING EXERCISES:

1. SDN, Wifi, WiMAX, 4G, 5G, Satellite Networks, MPLS, VPN, ATM, Bluetooth Architecture. World Wide Web (WWW).

Course Title	Cryptography and Network Security				Course Type		HC	
Course Code	B22EI0502	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

This course will emphasise on principles and practice of cryptography and network security: classical systems, symmetric block ciphers (DES, AES, other contemporary symmetric ciphers), linear and differential cryptanalysis, perfect secrecy, public-key cryptography algorithms for factoring and discrete logarithms, cryptographic protocols, hash functions, authentication, key management, key exchange, signature schemes and email security, viruses, firewalls, digital right management, and other topics. In this course students will learn as aspects of network security and cryptography

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the fundamental concepts of cryptography.
2. Describe public key cryptography and message authentication.
- 3: Demonstrate the key distribution using Symmetric or Asymmetric encryption.
4. Discuss security applications in the field of Information technology.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify the fundamental concepts of cryptography	1 to 5	1
CO2	Use symmetric and asymmetric key algorithms for cryptography	1 to 5	2
CO3	Apply the key distribution technique using Symmetric or Asymmetric encryption	1 to 5	2,3
CO4	Develop real-world security applications in the field of Information technology.	1 to 5	2,3
CO5	Understanding of Authentication functions the manner in which Message Authentication Codes and Hash Functions works.	1 to 5	1,2
CO6	Apply the System security concepts for real-time secure applications	1 to 5	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4						√
CO5		√				
CO6		√				

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2	1								3		
CO2	3	2	3	1	2									3	
CO3	3	1	2	2	3									3	3
CO4	2	2	2	1	1									3	3
CO5	3	2	3	2	1								3	3	
CO6	2	1	2	2	2									3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT - I

INTRODUCTION: Security trends, The OSI Security Architecture, Security Attacks, Security Services and Security Mechanisms, A model for Network security.

CLASSICAL ENCRYPTION TECHNIQUES: Overview of Symmetric Cipher Modes, Substitute Techniques, Transposition Techniques, and Stenography.

INTRODUCTION TO NUMBER THEORY: Prime Numbers, Fermat's and Euler's Theorem, Testing for Primality, The Chinese Remainder Theorem, Discrete logarithms.

TOOLS DEMONSTRATION: Wireshark, Metasploit, Snort, Nmap, Kali Linux.

UNIT - II

SYMMETRIC KEY CRYPTOGRAPHY: Block Cipher Principles, Data Encryption Standards, Advanced Encryption Standards, Block Cipher Modes of Operation, Stream Cipher and RC4.

PUBLIC KEY CRYPTOGRAPHY: Principles Public key crypto Systems, RSA algorithm, Key Management, Diffie Hellman Key Exchange, Overview of Elliptic Curve Cryptography.

UNIT - III

MESSAGE AUTHENTICATION AND HASH FUNCTIONS: Authentication Requirement, Authentication Function, Message Authentication Code, List of Hash Function, Secure Hash Algorithm, HMAC, CMAC, an overview of Digital Signature.

AUTHENTICATION APPLICATION: Kerberos, X.509 Authentication Service, Public Key Infrastructure.

UNIT - IV

EMAIL SECURITY: Pretty Good Privacy (PGP) and S/MIME.

IP SECURITY: Overview, IP Security Architecture.

SYSTEM SECURITY: Intrusion Detection, Overview of Packet Sniffing, Penetration testing, Database testing, DoS attacks. Password Management, Virus, and threats, Virus Countermeasures.

FIREWALLS: The Need for Firewalls, Firewall Characteristics, Types of Firewalls.

SELF-LEARNING EXERCISES:

The student is expected to study more about the following topics: IoT complexity leads to security issues and further DDoS attacks, Malware, Cloud security, Roles of AI and machine learning in cyber security.

TEXT BOOKS:

1. William Stallings, "Cryptography and Network Security Principles and Practice", Pearson, Sixth edition, 2013
2. Behrouz A. Forouzan, "Cryptography and Network Security", McGraw Hill, 2007.

REFERENCE BOOKS:

1. William Stallings, "Network Security Essentials Applications and Standards", Fourth edition, Prentice Hall, 2011.
2. Joseph Migga Kizza, "Guide to Computer Security, Springer Science & Media Inc., Third edition, 2015
3. Andrew S. Tanenbaum, "Computer Networks", Pearson, Fifth edition, 2015.
4. Atul Kahate, "Cryptography and Network Security", McGraw Hill, 2013.

JOURNALS/MAGAZINES:

1. Springer Journal of Cryptographic Engineering, ISSN 2190-8508
2. ACM, ACM- International Journal of Applied Cryptography, ISSN:1753-0563
3. IEEE, IEEE Transactions on Information Forensics and Security.
4. Elsevier, Journal of Information Security and Applications.

SWAYAM/NPTEL/MOOCs:

1. Foundations of Cryptography: <https://nptel.ac.in/courses/106/106/106106221/>
2. Cryptography and Network Security: <https://nptel.ac.in/courses/106/105/106105162/>

Course Title	Computer Vision				Course Type		SC	
Course Code	B22EIS511	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

The automatic analysis and understanding of images by the system have occupied significant importance in all applications.

This course provides an introduction to computer vision, including fundamentals of image formation, camera imaging geometry, feature detection, feature matching, motion estimation, motion tracking, and image classification.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the foundation of image formation, measurement, and analysis.
2. Analyze the methods for robust image matching and alignment;
3. Gain exposure to object and scene recognition and categorization from images;
4. Able to develop the theoretical and practical skills necessary to build computer vision applications.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PS Os
CO1	Understand the basics of image formation, Camera	1 to 5	1,2
CO2	Apply morphological process and region growing methods for image processing.	1 to 5	1,2
CO3	Make use of threshold techniques for Feature detection, feature matching, and edge detection in images.	1 to 5	1,2
CO4	Use clustering-based segmentation methods for image synthesis.	1 to 5	1,2
CO5	Analyze reconstruction algorithm for 3D objects	1 to 5	1,2
CO6	Evaluate appropriate techniques for object recognition and detection in computer vision-based applications.	1 to 5	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4			√			
CO5				√		
CO6					√	

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	2	1	1								3	3	1
CO2	3	2	2	1	1								3	3	1
CO3	3	2	2	2	2								3	3	1
CO4	3	2	1	2	2								3	3	2
CO5	3	2	2	2	2				2			2	3	3	2
CO6	3	2	2	2	2				2			2	3	3	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction to computer vision, Image formation: Geometric primitives and transformation, Photometric image formation, The Digital Camera, Sources, Shadows and Shading: Local shading models- point, line and area sources; photometric stereo, Camera calibration.

UNIT – 2

Image processing: Point operators, Linear filtering, Fourier transforms, Feature detection and matching: Points and patches, Edge detection: Estimating Derivatives with Finite Differences, Noise, and Edges and Gradient-based Edge Detectors.

UNIT – 3

Segmentation using clustering methods: Human Vision and applications, Segmentation by graph theoretic clustering, Fitting: Hough transform, Fitting lines, Fitting curves, Structure from motion: Two frame structure from motion, Dense motion estimation: Parametric motion, Spline based Motion.

UNIT – 4

3D reconstruction: Shape from X, Active rangefinding, Surface representation, Point-based representations, Volumetric representations, Model-based reconstruction, Recognition: Object detection, Face recognition, Instance recognition, category recognition.

TEXT BOOKS:

1. Szeliski R. Computer vision: algorithms and applications. Springer Science & Business Media; 2010.
2. Forsyth, David, and Jean Ponce. Computer vision: A modern approach. Prentice hall, 2011.

REFERENCE BOOKS:

1. Shapiro LG, Stockman GC. Computer Vision: Theory and Applications. 2001.
2. Trucco, Emanuele, and Alessandro Verri. Introductory techniques for 3-D computer vision. Vol. 201. Englewood Cliffs: Prentice Hall, 1998.

JOURNALS/MAGAZINES:

1. IEEE-T-PAMI (IEEE Transactions on Pattern Analysis and Machine Intelligence)
2. IJCV (International Journal of Computer Vision) - Springer.

SWAYAM/NPTEL/MOOCs:

1. Swayam: Computer vision By Prof.Jayanta Mukhopadhyay, IIT Kharagpur.
2. Coursera: An Introduction to computer vision and image processing, Aije Egwaikhide and Joseph Santarcangelo.

SELF-LEARNING EXERCISES:

1. Case study on Veggie vision: A system for checking out vegetables.
2. Case study on identifying humans via the Iris of an eye.

Course Title	IoT Architecture and Protocols				Course Type	SC	
Course Code	B22EIS512	Credits	3		Class	V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3			

Course Overview:

This course covers the insights of architecture, protocols used in IoT applications, IoT reference models.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Make students know the basic concept and architecture
2. Enable for different design protocols used for an embedded system for IoT applications.
3. Get Insights about the IoT enabled technology
4. Demonstrate to read and store data from sensors, and to monitor and control IoT devices.
5. Discuss IoT programming to develop larger smart products useful for the society/industry

Course Outcome:

After the completion of the course, the student will be able to:

CO	Course Outcomes	POs	PSOs
CO1	Summarize the essentials of IoT and its applications.	1,2,12	1,2
CO2	Outline the concepts of IoT Architecture Reference model.	1,2,3,5,9,12	1,2
CO3	Analyze various IoT Application layer Protocols.	3,4,5,7	2, 3
CO4	Apply IP based protocols and Authentication Protocols for IoT.	2,3,4,5,8,12	2,3
CO5	Analyse the techniques to transmit the data of any sensor to cloud using a WiFi module.	1,3,4,5,6,8	2,3
CO6	Develop an IoT-based systems for any applications.	1,2,3,4,5,6,8,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3				√		
CO4			√			
CO5				√		

CO6															
√															
CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	2	2										3	2	2	
CO2	3	3	2		2				3			3	2	2	
CO3			3	2	2		2							2	2
CO4		3	2	3	2			3				2		3	2
CO5	3		3	3	2	2		2						2	2
CO6	3	3	2	2	2	2		2				3	2		2

COURSE ARTICULATION MATRIX

Unit 1: [10 Hours]

Introduction to IOT, Enabling Technologies, M2M Communication, IoT World Forum (IoTWF) standardized architecture, Simplified IoT Architecture, Core IoT Functional Stack, Fog, Edge and Cloud in IoT, Functional blocks of an IoT ecosystem, Applications of IOT

Unit 2: [10 Hours]

Design Methodology, Embedded computing logic, Microcontroller, System on Chips, IoT system building blocks IoT Platform overview: Overview of IoT supported Hardware platforms such as: Raspberry pi, Arduino Board details. The IoT Architectural Reference Model as Enabler, IoT in Practice: Examples: IoT in Logistics and Health, IoT Reference Model: Domain, information, functional and communication models;

Unit 3: [10 Hours]

IoT Reference Architecture: Architecture, Functional, information, deployment and operation views; SOA based Architecture, API-based Architecture, OPENIoT Architecture for IoT/Cloud Convergence.

Unit 4: [10 Hours]

Application Protocols for IoT: UPnP, CoAP, MQTT, XMPP. SCADA, WebSocket; IP-based protocols: 6LoWPAN, RPL; Authentication Protocols; IEEE 802.15.4.

Case study: Cloud-Based Smart-Facilities Management, Healthcare, Environment Monitoring System.

Text books/Reference Books:

- 1.The Internet of Things – Key applications and Protocols, Olivier Hersent, David Boswarthick, Omar Elloumi and Wiley, 2012
- 2.Architecting the Internet of Things,Dieter Uckelmann, Mark Harrison, Michahelles and Florian (Eds), Springer,2011.
- 3.Bassi, Alessandro, et al, “Enabling things to talk”, Springer-Verlag Berlin An, 2016.
- 4.David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Robert Barton, Jerome Henry, “IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet of Things”, CISCO Press, 2017
- 5.Hersent, Olivier, David Boswarthick, and Omar Elloumi. The internet of things: Key applications and protocols. John Wiley & Sons, 2011.
- 6.Buyya, Rajkumar, and Amir Vahid Dastjerdi, eds. Internet of Things: Principles and paradigms. Elsevier, 2016.

Course Title	Steganography and Digital Watermarking				Course Type	SC	
Course Code	B22EIS513	Credits	3		Class	V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-		50%	50%
	Practical	-	-	-			
	Total	3	3	3	42		

Course Overview:

This course is to provide an insight to steganography and Watermarking techniques along with attacks on data hiding and integrity of data is included. It will also discuss the different applications of both techniques.

Course Objective:

The objectives of this course are to:

1. Provide the overview of Steganography and Digital watermarking
2. Know the Encoding/Decoding techniques used in Steganography and Digital watermarking
3. Provide an insights the threats and vulnerabilities of both techniques.
4. Survey of current techniques of steganography/watermarking and learn how to detect and extract hidden information
5. Know the type of attacks and integrity of data.

Course Outcomes (COs)

After the completion of the course, the student will be able to,

CO#	Course Outcomes	POs	PSO
CO1	Summarize the concept of Information Hiding.	1 ,2,3	1,2
CO2	Demonstrate different Water Marking techniques and its applications	2,3,8,12	1,2
CO3	Explain the trends of data hiding techniques.	1,2,4,6,12	1,2,
CO4	Apply the concept of Steganalysis technique in different algorithms	3,4,6,12	1,2
CO5	Analyze the direct and indirect attack and its uses	2,3 5, 8,10,12	1,3
CO6	Explain the different performance measure used in algorithms	2,3,6,8,12	1,2,

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3					√	
CO4			√			
CO5				√		
CO6					√	

COURSE ARTICULATION MATRIX

CO#/POS	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1													1	1	
CO2												2	2	2	
CO3				4								2	2	2	2
CO4				2								2	2	2	
CO5					2					2		2	2		2
CO6												2	2	2	2

Note: 1-Low, 2-Medium, 3-High

Course Contents:

Unit 1: [12 Hours]

Introduction to Steganography, Digital watermarking, Cryptography and their differences, Concept of Information Hiding, Different types of data hiding schemes.

Unit 2: [8 Hours]

Frameworks for secret communication (pure steganography, secret key, public key steganography), Steganography algorithms (adaptive and non-adaptive), Perceptual Models.

Unit 3: [10 Hours]

Introduction to Digital Watermarking, Classification (Characteristics and Applications), types and techniques (Spatial-domain, Frequency-domain, and Vector quantization based watermarking), Watermark security & authentication, Different attacks in Steganography and Watermarking.

Unit 4: [10 Hours]

Recent trends in Steganography and digital watermarking techniques. Case study of Embedding, Steganalysis concepts using primary sets, Insights of different performance metrics used in Steganography and Digital Watermarking.

Text Books/References:

1. Peter Wayner, "Disappearing Cryptography – Information Hiding: Steganography & Watermarking", Morgan Kaufmann Publishers, New York, 2002.
2. Ingemar J. Cox, Matthew L. Miller, Jeffrey A. Bloom, Jessica Fridrich, TonKalker, "Digital Watermarking and Steganography", Morgan Kaufmann Publishers, New York, 2008.
3. Information Hiding: Steganography and Watermarking-Attacks and Countermeasures by Neil F. Johnson, Zoran Duric, Sushil Jajodia.
4. Information Hiding Techniques for Steganography and Digital Watermarking by Stefan Katzenbeisser, Fabien A. P. Petitcolas

Course Title	Augmented Reality and Virtual Reality				Course Type		SC	
Course Code	B22EIS514	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	0	0	0	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

This course covers basic concepts of augmented reality and virtual reality. The course also introduces the student to the working of projects in both AR & VR. The course also helps the student to understand the current state of AR & VR. Further, this course helps the student to explore the use cases of AR & VR.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the basic concepts in augmented reality and virtual reality.
2. Illustrate the consuming content in augmented reality and virtual reality.
3. Explore the current state of augmented reality and virtual reality and its use cases.
4. Demonstrate the augmented reality and virtual reality projects.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Describe the concepts in augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO2	Explain the factors, features, and the current issues with augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO3	Illustrate the consuming content in augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO4	Explore the current state of augmented reality and virtual reality and its use cases.	1 to 5,9,10,12	1,3
CO5	Apply the concepts of ROS Command tools and GUI tools	1 to 5,9,10,12	1,3
CO6	Demonstrate the augmented reality and virtual reality projects.	1 to 5,9,10,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4			√			
CO5			√			

CO6			v			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	2	2				3	3		2	2		3
CO2	3	3	3	2	1				3	3		2	2		3
CO3	3	3	3	2	1				3	3		2	2		3
CO4	3	3	3	2	2				3	3		2	2		3
CO5	3	2	2	2	3				3	3		2	2		3
CO6	3	2	2	2	3				3	3		2	2		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Defining Augmented Reality and Virtual Reality: Introducing Augmented Reality (AR) and Virtual Reality (VR), Looking at Some Other Types of AR & VR, Taking a Quick History Tour, Evaluating the Technology Hype Cycle.

Exploring the Current State of Augmented Reality and Virtual Reality: Looking at the Available Form Factors, Focusing on Features, Considering Controllers, Recognizing the Current Issues with AR & VR.

UNIT – 2

Consuming Content in Augmented Reality and Virtual Reality: Exploring Consumer-Grade AR & VR, Identifying Near-Future Hardware, Comparing Current and Future Options, Assessing Your Project's Technology Needs, Choosing AR & VR.

UNIT – 3

Planning Your Augmented Reality and Virtual Reality Project: Defining Your AR & VR Project, Exploring Design Principles in AR & VR, Defining Your Social Experience.

Creating Content for Augmented Reality and Virtual Reality: Assessing Design Software, Capturing Real Life, Assessing Development Software, Distributing Your Content.

UNIT – 4

Exploring Augmented Reality and Virtual Reality Use Cases: Art, Education, Entertainment, Healthcare, Gaming, Aerospace, Retail, Military, Real Estate, Advertising and Marketing.

TEXT BOOKS:

1. Paul Mealy, "Virtual & Augmented Reality For Dummies", John Wiley & Sons, First Edition, 2018.

REFERENCE BOOKS:

1. Timothy Jung and M. Claudia Tom Dieck, "Augmented Reality and Virtual Reality – Empowering Human, Place and Business", Springer, First Edition, 2018.
2. Dengzhe Ma, Jürgen Gausemeier, Xiumin Fan and Michael Grafe, "Virtual Reality & Augmented Reality in Industry", Springer, First Edition, 2011.

JOURNALS/MAGAZINES:

1. International Journal of Virtual and Augmented Reality (IJVAR). [Springer, Virtual Reality](#).

SWAYAM/NPTEL/MOOCs:

1. <https://www.coursera.org/specializations/virtual-reality>
2. <https://www.coursera.org/learn/augmented-reality>
3. <https://www.udemy.com/course/virtual-reality/>
4. <https://www.udemy.com/tutorial/develop-augmented-reality-book-ar-business-card-with-unity/what-is-augmented-reality/>
5. <https://elearn.nptel.ac.in/shop/iit-workshops/ongoing/foundation-course-on-virtual-reality-and-augmented-reality/>

SELF-LEARNING EXERCISES:

1. Google Translate
2. Amazon AR View
3. AR City
4. Ingress and Pokémon Go
5. InkHunter
6. Sketch AR

Course Title	Programming with R				Course Type		SC	
Course Code	B22EIS515	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

R is a block-structured programming language used for statistical computations, data analysis and visualization. In this course, students learn the Fundamental concepts of R, data analysis, accessing packages, statistical concepts, object-oriented programming and graphical interpretation.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the fundamentals of R programming.
2. Demonstrate the data handling functions using data frames.
3. Illustrate the linear and mathematical functions to perform statistical operations on data.
4. Compare Graphics features and apply object-oriented concepts for real-world applications.

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PS
CO1	Understand the programming fundamentals of R programming.	1,5,12	1-3
CO2	Interpret R script to handle the data frames and perform matrix like operations.	1,2,5,12	1-3
CO3	Implement logical operations, statistical operations, and many more for complex problems.	1,2,3,12	1-3
CO4	Demonstrate the conditional and looping operations to control the flow of data	1	1-3
CO5	Apply object-oriented concepts and demonstrate the mathematical, statistical, and linear operations in R programming.	1,2,5,12	1-3
CO6	Analyze the R graphics features for the given real-world application	1,2,3,4,5,12	1-3

BLOOM'S LEVEL OF THECOURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4			√			

CO5			v			
CO6				v		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3
CO1	3				2							2	3	3	3
CO2	3	3			3							3	3	3	3
CO3	3	3	3									3	3	3	3
CO4	3												3	3	3
CO5	3	3			3							3	3	3	3
CO6	3	3	2	3	3							3	3	3	3

Note:1-Low,2-Medium,3-High

COURSE CONTENT

UNIT – 1

Introduction to R: Introduction to Functions, some important R Data Structures –Help functions in R, Vectors –Scalars, Vectors, Arrays, and Matrices, Declarations, recycling, Common Vector operations, Using all and any, Vectorised operations, NA and NULL values, Filtering, Vectorised if-then else, Vector Equality, Vector Element names.

UNIT – 2

Matrices, Arrays, Lists and Data Frames: Creating matrices, General Matrix operations, Applying Functions to Matrix Rows and Columns, Adding and deleting rows and columns, Vector/Matrix Distinction, Avoiding Dimension Reduction, Higher Dimensional arrays, lists –Creating lists, General list operations, accessing list components and values, applying functions to lists, recursive lists. Data Frames- Creating Data Frames, Matrix-like operations in frames, Merging Data Frames, Applying functions to Data frames.

UNIT – 3

R Programming structures: Control statements, Arithmetic and Boolean operators and values, Default values for arguments, return values, Functions are objects, Environment and Scope issues, Writing Upstairs, Recursion, Replacement functions, Tools for composing function code, Math and Simulations in R- Math functions, functions for statistical Distributions, Sorting, Linear Algebra operations, Set operations, simulation programming in R.

UNIT – 4

OBJECT-ORIENTED PROGRAMMING: S3 Classes, S4 Classes, managing your objects, Input/Output-Accessing keyboard, and monitor, Reading and writing files, Accessing the internet, String Manipulation, Graphics –Creating Graphs, Customizing Graphs, saving graphs to files, Creating three-dimensional plots.

TEXTBOOKS:

1. Norman Matloff, “The Art of R Programming: A Tour of Statistical Software Design”, No Starch Press, 2011. ISBN-13: 978-1-59327-384-2

REFERENCEBOOKS:

1. Mark Gardener, “Beginning R – The Statistical Programming Language”, Wiley, 2013.

2. Robert Knell, "Introductory R: A Beginner's Guide to Data Visualization, Statistical Analysis and programming in R", Amazon Digital South Asia Services Inc, 2013.
3. Jared P. Lander, "R for Everyone: Advanced Analytics and Graphics", Addison-Wesley Data & Analytics Series, 2013.

Tutorials for References:

1. <https://www.tutorialspoint.com/r/index.htm>
2. <https://www.javatpoint.com/r-tutorial>
3. <https://www.w3schools.com/r/>

Course Title	Human Computer Interaction				Course Type		SC	
Course Code	B22EIS521	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

Prerequisites:

Programming with Java, Computer Graphics and Animation

COURSE OVERVIEW:

This course presents the foundations of Human Computer Interaction (HCI). The contents are structured into phases comprising: Basic definitions and motivations of HCI, interaction paradigms, design principles and models, User-centred design methods comprising user studies, design approaches for interfaces and interaction, evaluation methods and techniques for data analysis, Research frontiers of HCI, including accessibility, universal design, and pervasive computing (ubiquitous, mobile and wearable computing).

COURSE OBJECTIVE (S):

The overall objective of the Course is as follows:

1. Explain the capabilities of both humans and computers from the viewpoint of human information processing.
2. Describe typical human-computer interaction (HCI) models and styles, as well as various HCI paradigms.
3. Demonstrate the use of an interactive design process and universal design principles in designing HCI systems.
4. Illustrate the use of different evaluation methods.

COURSE OUTCOMES (COS)

On successful completion of this course; the student will be able to:

CO#	Course Outcomes	POs	PS
CO1	Identify the suitable positioning and pointing device to be used to <u>work with the given application.</u>	1,2,3,4,5	1
CO2	Develop the user interface by Selecting an effective style for the given real-world applications.	1,2,3,4,5	2
CO3	Make use of different UI design rules to develop a user interface for a real-world application.	1,2,3,4,5	1, 2
CO4	Compare the different evaluation techniques used to measure the quality of User Interface.	1,2,3,4,5	

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4					√	
CO5						
CO6						

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	1	2	-	-	-	-	-	-	-	3	-	-
CO2	3	2	1	1	2	-	-	-	-	-	-	-	-	3	-
CO3	3	2	2	3	3	-	-	-	-	-	-	-	3	3	-
CO4	2	3	3	2	2	-	-	-	-	-	-	-	-	-	-
CO5	3	3	3	1	2	-	-	-	-	-	-	-	3	-	-
CO6	3	2	1	1	2	-	-	-	-	-	-	-	-	3	-

Note: 1-Low, 2-Medium, 3-High

Course Content:

UNIT- 1

Introduction to Human and the Computer: Human: Input-output channels, Human memory, thinking: reasoning and problem solving, Emotion, Individual differences, Psychology and the design of interactive systems. The computer: Positioning, pointing and drawing, Display devices, Devices for virtual reality and 3D interaction, Physical controls, sensors and special devices, Paper: printing and scanning, Memory, Processing and networks.

UNIT -2

Interaction and Paradigms: Models of interaction, Frameworks and HCI, Ergonomics, Interaction styles, Elements of the WIMP interface, Interactivity, The context of the interaction. Paradigms: Paradigms for interaction. Interaction design basics: The process of design, User focus, Scenarios, Navigation design, Screen design and layout, Iteration and prototyping.

UNIT- 3

HCI in the software process and Design rules: The software life cycle, Usability engineering, Iterative design and prototyping. Principles to support usability, Standards, Guidelines, Golden rules and heuristics, HCI patterns. Universal designs.

UNIT- 4

Evaluation techniques: Goals of evaluation, Evaluation through expert analysis, Evaluation through user participation, choosing an evaluation method.

Self-learning component:

Designing user support systems, Ubiquitous computing applications research, Hypertext, multimedia and the World Wide Web.

TEXT BOOKS

1. Alan Dix, Janet Finlay, Gregory Abowd & Russell Beale, Human-Computer Interaction. 3rd Edition. Prentice Hall, 2004.
2. Julie A. Jacko, Human-Computer Interaction Handbook, 3rd Edition, CRC Press, 2012.
3. Ben Shneiderman, Catherine Plaisant, Designing the User Interface, 6th Edition, Addison Wesley, 2017.

REFERENCE BOOKS:

1. Jonathan Lazar, Jinjuan Heidi Feng, & Harry Hochheiser Research Methods in Human- Computer Interaction, Wiley, Second edition, 2010.
2. ACM, International Journal of Human-Computer Studies.
3. IEEE, Transactions on Human-Machine Systems.

Course Title	Industrial IoT				Course Type	SC	
Course Code	B22EIS522	Credits	3		Class	Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

The Industrial Internet of Things (IIoT) is a transformative technology that leverages the power of IoT in the context of industrial applications and manufacturing processes. This course provides a comprehensive introduction to IIoT, covering the fundamental concepts, technologies, applications, and challenges.

COURSE OBJECTIVES:

The objectives of this course are to:

1. Understand the foundational principles of IIoT and its role in revolutionizing industries.
2. Familiarize with the key components and architecture of an IIoT system.
3. Learn about different communication protocols like COAP, MQTT etc used in IIoT.
4. Explore the applications and use cases of IIoT in various industrial sectors, including manufacturing, energy, healthcare, transportation, and more.
5. Identify security and privacy challenges specific to IIoT and strategies to mitigate risks for real-time applications.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Outline foundational principles, key concepts, and components of the Industrial Internet of Things.	1,4	1,2
CO2	Interpret sensors and various protocols for industry standard solutions.	1,2,3,8	1,2
CO3	Summarize the layered architecture of IIoT systems, including edge devices, connectivity, data aggregation, processing, and visualization.	2,3,4,8,12	2,3
CO4	Identify the importance of interoperability and standardization in IIoT environments.	1, 4,5,8,9,12	1,2
CO5	Analyze the security challenges and privacy concerns specific to IIoT deployments and learn about strategies and best practices to safeguard IIoT systems and data.	3,4,5,12	2,3
CO6	Analyze the concepts of Industry 4.0/Industry 5.0	4,5,6,8	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3		√				
CO4			√			
CO5				√		
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3			2									3	3	
CO2	3	3	2					1					3	3	
CO3		3	2	3				2				1	3	3	3
CO4	3			3	1			2	3			1	3	3	
CO5			3	3	3							1	3		3
CO6				3	3	2		1		3		1		3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT:

Unit-1: [10 HOURS]

Introduction to IOT, IOT Vs. IIOT, History of IIOT, Components of IIOT - Sensors, Interface, Networks, Key terms – IOT Platform, Interfaces, API, clouds, Data Management Analytics, Mining & Manipulation; Role of IIOT in Manufacturing Processes Use of IIOT in plant maintenance practices, Challenges & Benefits in implementing IIOT.

Unit-2: [10 HOURS]

IOT components; Various Architectures of IOT and IIOT, Advantages & disadvantages, Industrial Internet - Reference Architecture; IIOT System components: Sensors, Gateways, Routers, Modem, Cloud brokers, servers and its integration, Overview of Industry 4.0

Unit-3: [10 HOURS]

Examining the Protocols, Software Design Concepts, Middleware Industrial Internet of Things Platforms, IIOT WAN Technologies and Protocols

Unit-4: [10 HOURS]

Introduction to web security, Conventional web technology and relationship with IIOT, Vulnerabilities of IoT, Privacy, Security requirements, Threat analysis, Trust, IoT security tomography and layered attacker model, Identity establishment, Access control, Message integrity, Non-repudiation and availability, Smart Factories.

TEXTBOOKS/ REFERENCE BOOKS

1. A. Gilchrist, Industry 4.0. Apress, 2017. doi: 10.1007/978-1-4842-2047-4.
2. C. J. Bartodziej, The Concept Industry 4.0. Springer Fachmedien Wiesbaden, 2017. doi: 10.1007/978-3-658-16502-4.
3. Veneri, Giacomo, and Antonio Capasso. Hands-on Industrial Internet of Things: Create a Powerful Industrial IoT Infrastructure Using Industry 4.0, 1st edition, Packt Publishing Ltd, 2018. 2017.
4. Dr. OvidiuVermesan, Dr. Peter Friess, "Internet of Things: Converging Technologies for Smart Environments and Integrated Ecosystems", River Publishers, 2013.

Course Title	Database Security and Access Control				Course Type	SC	
Course Code	B22EIS523	Credits	3		Class	V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-		50%	50%
	Practical	-	-	-			
	Total	3	3	3	42		

Course Overview:

The overview of the course is to provide fundamentals of database security. Various access control techniques mechanisms were introduced along with application areas of access control techniques

Course Objectives:

The objectives of this course are to:

1. Provide a wide knowledge of database security issues and deep understanding of the database security techniques.
2. Various access control techniques mechanisms in any application area.
3. Introduce the database security issues and security features.
4. Cover in details the various state-of-art database security methods and techniques.
5. Make students aware and experiment with database security analysis tool

Course Outcome(COs):

CO#	Course Outcomes	POs	PSO
CO1	Illustrate the techniques of database information security threats and assessment.	1,2	1,2
CO2	Analyse information in a database to identify information security incidents.	1,2,3	1,2
CO3	Analyse the data, identify the problems, and choose the relevant models and algorithms to apply.	1,2,3,8,12	2,3
CO4	Build the strengths and weaknesses of various access control models and to analyse their behaviour	2,3,4 12	1,2,3
CO5	Examine a plan for vulnerabilities detection and identification in databases.	4,5,8,12	2,3
CO6	Estimate and identify database information security threats, critically evaluate and apply the potential countermeasures.	1,2,3,9,10	2,3

BLOOM'S LEVEL OF THECOURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2				√		
CO3				√		
CO4			√			
CO5				√		
CO6					√	

COURSE ARTICULATION MATRIX

CO#/POS	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1													2	2	
CO2													2	2	
CO3												2		2	2
CO4				2								2	2	2	2
CO5				2	2							2		2	2
CO6										2				2	2

Note: 1-Low, 2-Medium, 3-High
Course Content:

Unit-1: [10 Hours]

Introduction to database security issues, The role of databases in information systems. Access control management features. Cryptographic data protection. SQL language features. Statistical databases. Policies of Access Control, Models of Access Control, and Mechanisms, Discretionary Access Control (DAC), Non- Discretionary Access Control,

Unit-2: [10 Hours]

Database security methods and techniques, Access control to database objects: tables, attributes, records, Triggers, views, data masking, Cryptographic methods of protection, Escaping queries to a database, Change Tracking, Data integrity in the databases, Database backups, Recent trends in Database security and access control mechanisms

Unit-3: [10 Hours]

Security features in databases, SQL statements for access control, Integrity (domain, attributes, tables, referential), Database monitoring tools, Smart Card based Information Security, Smart card operating system-fundamentals, design and implantation principles.

Unit-4: [10 Hours]

Database security analysis tools, an overview of the main methods for analyzing database security, SQL injections, Database security scanners, Writing your own security analysis tool, Cloud Data Security

Text Books/Reference Books

1. Role Based Access Control: David F. Ferraiolo, D. Richard Kuhn, Ramaswamy Chandramouli
2. An introduction to database systems Date C. J. Pearson 2003 - Principles of Database and Knowledge-Base Systems Ullman J. D. Computer Science Press 1990 –
3. Database Security Basta A., Zgola M. Cengage Learning 2011
4. Implementing database security and auditing Ron Ben Natan Digital Press

Course Title	Neural Networks and Deep Learning				Course Type	SC		
Course Code	B22EIS524	Credits	3		Semester	V		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE-PRE-REQUISITE- Complete knowledge on basics of python programming & python libraries.

COURSE OVERVIEW:

In the last decade due to availability of cheap computation, several neural network approaches had been explored in order to advance the performance of many state-of-the-art visual recognition problems such as image searching, understanding, medical applications, autonomous vehicles such as drones and self-driving cars etc. All these problems relies of efficient, accurate and robust solutions for basic vision tasks such like image classification, localization and detection. In this course students will be given an exposure to the details of neural networks as well as deep learning architectures and to develop end-to-end models for such tasks. Students will learn to implement, train and debug their own neural networks.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. To introduce the students with machine learning fundamentals for solving real world scenario applications and Apply suitable machine learning techniques for data handling and to gain knowledge from it.
2. Acquire theoretical knowledge on setting hypothesis for pattern recognition.
3. To design own models for the specific applications and optimize them efficiently
4. Evaluate the performance of algorithms and to provide solution for various real-world applications.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply the optimization techniques for various Machine Learning models	1 to 5, 9,10,12	1,2,3
CO2	Develop methods of data representations in machine learning	1 to 5, 9,10,12	1,2,3
CO3	Create probabilistic and unsupervised learning models for handling unknown pattern.	1 to 5, 9,10,12	1,2,3
CO4	Classify Machine learning models for Non-linear systems	1 to 5, 9,10,12	1,2,3
CO5	Understand basic machine learning models and prediction techniques.	1 to 5, 9,10,12	1,2,3
CO6	Apply machine learning models in speech and image processing applications	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2						√
CO3						√
CO4		√				
CO5			√			
CO6	√					

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2				3	3		2	3		3
CO2	3	3	2	2	2				3	3		2	3		3
CO3	3	3	2	2	2				3	3		2		3	3
CO4	3	3	3	2	2				3	3		2		3	
CO5	3	2	2	2	3				3	3		2	3		3
CO6	3	2	2	2	3				3	3		2	3		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Basics of artificial neural networks (ANN): Artificial neurons, Computational models of neurons, Structure of neural networks, Functional units of ANN for pattern recognition tasks

Feedforward neural networks: Pattern classification using perceptron, Multilayer feedforward neural networks (MLFFNNs), Backpropagation learning, Empirical risk minimization, Regularization, Autoencoders

UNIT – 2

Deep neural networks (DNNs): Difficulty of training DNNs, Greedy layerwise training, Optimization for training DNNs, Newer optimization methods for neural networks (AdaGrad, RMSProp, Adam), Second order methods for **Convolution neural networks (CNNs):** Introduction to CNNs – convolution, pooling, Deep CNNs, Different deep CNN architectures – LeNet,

AlexNet, VGG, PlacesNet, Training a CNNs: weights initialization, batch normalization, hyperparameter optimization, Understanding and visualizing CNNs training, Regularization methods (dropout, drop connect, batch normalization)

UNIT – 3

Recurrent neural networks (RNNs): Sequence modeling using RNNs, Back propagation through time, Long Short Term Memory (LSTM), Bidirectional LSTMs, Bidirectional RNNs, Gated RNN Architecture

UNIT – 4

Generative models: Restrictive Boltzmann Machines (RBMs), Stacking RBMs, Belief nets, Learning sigmoid belief nets, Deep belief nets.

Applications: Applications in vision, speech and natural language processing

TEXT BOOKS:

3. Ian Goodfellow and Yoshua Bengio and Aaron Courville, “Deep Learning”, MIT Press, 2016.
4. S. Haykin, Neural Networks and Learning Machines , Prentice Hall of India, 2010
5. Bishop, C ,M., Pattern Recognition and Machine Learning, Springer, 2006.

REFERENCE BOOKS:

1. Satish Kumar, Neural Networks - A Class Room Approach, Second Edition, Tata McGraw-Hill, 2013.
2. Yegnanarayana, Artificial Neural Networks, Prentice- Hall of India, 1999
3. Ravindran, K. M. Ragsdell , and G. V. Reklaitis , ENGINEERING OPTIMIZATION: Methods and Applications , John Wiley & Sons, Inc. , 2016.
4. Antoniou, W. S. Lu, PRACTICAL OPTIMIZATION Algorithms and Engineering Applications, Springer, 2007.

JOURNALS/MAGAZINES:

1. IEEE Transactions on Neural Networks and Learning System
2. IEEE Transactions on Pattern Analysis and Machine Intelligence
3. Springer Journal of Deep Learning.
4. Elsevier journal on Deep learning Based Intelligent Systems
5. ACM Journal on Machine Learning Research

Course Title	Business Intelligence				Course Type		SC	
Course Code	B22EIS525	Credits	3		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture		3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42		50	50

COURSE OVERVIEW:

This course provides an inception to the concepts of business intelligence (BI) as components and functionality of information systems. It introduces the business intelligence and predictive analytics concepts, where a student gains overview of all aspects of business process modeling, data warehousing and mining required for the business implementation in the real world.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand the basics of Business Intelligence (BI).
2. Apply the concept of data integration and extraction process.
3. Illustrate the process of data analysis and visualization required to understand organizational data.
4. Demonstrate the ability to make better decisions by showing current and historical data within their business context.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand modern concepts, theories, and research in the field of Business Intelligence (BI).	1,2,3,4,5,6	1,2,3
CO2	Identify the different visualization techniques used to represent the real time data.	1,2,3,4,5,6	1,2,3
CO3	Illustrate modern BI practices, including knowledge integration, sourcing, and managing BI solutions real time problems.	1,2,3,4,5,6,10,12	1,2,3
CO4	Make use of BI enabling technologies in organizational settings.	1,2,3,4,5,6	1,2,3
CO5	Apply and generate BI Visualization reports to communicate the real-world problems.	1,2,3,4,5,6,10,11,12	1,2,3
CO6	Analyze business intelligence to database and other enterprise systems solutions for complex engineering	1,2,3,4,5,6,10,11,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4			√			
CO5			√			
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	1	3	2	2							2		1
CO2	3	1	1	1	2	2							3		1
CO3	3	3	2	1	2	1				2		2	2	3	2
CO4	3	1	2	1	2	2							2		3
CO5	3	3	3	1	3	1				2	2	2	3	1	2
CO6	3	2	3	1	3	2				2	1	2	2	1	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**THEORY:****UNIT – 1****Introduction to Business Intelligence:**

Overview; Changing Business Environments and computerized decision support, Framework for Business Intelligence (BI), Why a BI Program?, Transaction processing vs. Analytic processing, Successful BI Implementation, Major Tools and Techniques of BI.

UNIT – 2**Data Warehousing:**

Definitions and concepts, Process Overview, Architectures, Data Integration & the Extraction, Transformation, & Load (ETL) Process, Development, Implementation Issues, Real-Time data warehousing, Security Issues, Case Studies and Examples.

UNIT – 3**Predictive Analytics and Data Mining:**

Predictive modeling project methodology, Tasks for Developing and Using Models, Selecting Tools, Architecture for Predictive Analytics and Data Mining, Analytical Sandboxes, Analytical Hubs, Business Analytics and Advanced Analytics Layers, Big Data Analytics, Data Visualization

UNIT – 4**Business Intelligence Implementation:**

Integration & Emerging Trends: Overview, BI and Integration Implementation, Connecting BI Systems to database & other enterprise systems, On-demand BI, Issues of Legality, Privacy and Ethics, Emerging topics in BI: An Overview.

Text book/s:

1. [Efraim Turban](#), [Ramesh Sharda](#), [Dursun Delen](#), Business Intelligence and Analytics: Systems for Decision Support, Pearson, 2018
2. Rick Sherman, Business Intelligence Guidebook: From Data Integration to Analytics, Elsevier Inc, 2015.
3. David Loshin, Business Intelligence: The Savvy Manager's Guide, Getting Onboard with Emerging IT, Morgan Kaufmann, First edition, 2003.

References:

1. Marlon Dumas et. al., Fundamentals of Business Process Management, Springer, ebook, 2012.
2. Van der Aalst, Process Mining: Discovery, Conformance and Enhancement of Business Processes, Third edition, 2011.

Course Title	IoT Systems Processors Lab				Course Type	HC		
Course Code	B22EI0503	Credits	1		Class	V Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture							
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25	25

COURSE OVERVIEW:

This lab course exposures the students to basic programming in ESP32 micro controller. In this lab the students will do programs related to interfacing the boards with ESP32 along with real world application. The students are expected to do a project with ESP32 processor end of the course.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Study the fundamental of ESP32 microcontroller.
2. Program to interface ESP32 with LED and other sensors.
3. Develop a real world application by using the communication features of WiFi.
4. Create application involving the cloud network

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Explain the fundamentals of ESP32 micro controller to interface different components/ devices.	1,2,3,4,5	1,3
CO2	Experiment ESP32 module with Display devices.	1,2,3,5	1,3
CO3	Build the programs using DHT and soil moisture sensor with ESP32.	1,2,3,5	1,3
CO4	Develop the programs to control the motor using ESP32.	1,2,3,5	1,3
CO5	Evaluate the solutions for existing cloud networking problems using ESP32.	1,2,3,5	1,3
CO6	Illustrate the learning outcome of IoT applications on the assigned projects/ experiments.	1,2,3,4,5,11,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5					√	
CO6		√				

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2								2		2
CO2	3	3	2		2								2		2
CO3	3	2	3		2								2		2
CO4	2	3	2		2								2		2
CO5	2	2	2		3								2		2
CO6	2	2	2	2	3						2	3	2		2

Note:1-Low,2-Medium,3-High

Practice :

Sl No	Title Of Experiment	Tools Used	Expected Skills / Activity
1.	Create a program to interface LED's with ESP32 micro controller. The LED's should be glowing alternatively.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
2.	Write a program using ESP32 micro controller to display a message moving curtain display using LCD	Arduino IDE and ESP controller	Programming using ESP32 micro controller
3.	Develop a ESP32 program to measure the humidity and temperature using sensors.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
4.	Develop a ESP32 program to simulate smart garden maintenance.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
5.	Develop a ESP32 program to create a smart room lighting	Arduino IDE and	Programming using

	system.	ESP controller	ESP32 micro controller
6.	Develop a ESP32 program to control the speed of a DC motor.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
7.	Write a program to transfer a file from one device to another using WiFi module and ESP32 device.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
8.	Develop a program using ESP32 device to interface the cloud network to access data in a mobile device.	Arduino IDE and ESP controller	Programming using ESP32 micro controller
A simple mini project is expected end of the course using ESP32 module 1. IOT based traffic control system 2. IOT based web app 3. IOT based motion sensor 4. Micro card reader 5. Bluetooth based application			

Text Book:

Internet of Things Projects with ESP32, Agus Kurniawan, Packt Publishing • March 2019

REFERENCE BOOKS:

1. **Developing IoT Projects with ESP32, Packt Publishing, Sept 2021.**
2. Advanced IOT, Packt Publishing, Feb 2020.
3. Internet of Things Projects with ESP32, Packt Publishing, Mar 2019

SWAYAM NPTEL/MOOCs:

1. <https://nptel.ac.in/courses/106105166>
2. <https://nptel.ac.in/courses/106105195>

Course Title	Computer Networks Lab				Course Type	HC		
Course Code	B22EF0506	Credits	1		Class	V Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture							
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25	25

COURSE OVERVIEW:

This course introduces to networking and Internet protocols via programming and hands-on labs using different tools viz. ns3, NMAP, packet tracer. The concept learnt are understood more clearly pertaining to TCP/IP protocol architecture; user datagram protocol (UDP); multicasting; transmission control protocol (TCP); standard Internet services, and protocol usage by common Internet applications. Sockets programming; client/server; peer-to-peer; Internet addressing; TCP sockets; UDP sockets; Router and switch configurations, network topology, wireless internetworking, Network protocol analyzers; traffic generation..

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the ns3 simulator, installation and its application.
2. Illustrate the creation of point to point link, TCP, UDP protocols its connection.
3. Demonstrate the connection establishment of network computing devices.
4. Discuss tracking, testing, analyzing the network.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Outline the protocol stacks (OSI and TCP/IP) used for data communication	1 to 5, 9,10,12	1,3
CO2	Analyze the connection establishment of network computing devices using Packet tracer	1 to 5, 9,10,12	1,3
CO3	Develop a program for star topology in C++ and understand data transfer with NetAnim	1 to 5, 9,10,12	2, 3
CO4	Make use of TCP dump to understand and analyze the network characteristics	1 to 5, 9,10,12	1,3
CO5	Apply NMAP to understand network behavior for spurious activity	1 to 5, 9,10,12	1,3
CO6	Demonstrate the wireshark tool for protocol analysis	1 to 5, 9,10,12	1,2, 3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2				3	3		2	3		3
CO2	3	3	2	2	1				3	3		2	3		3
CO3	3	3	2	2	2				3	3		2	1	1	3
CO4	3	3	3	1	2				3	3		2	1	-	3
CO5	3	2	2	2	3				3	3		2	3		3
CO6	3	2	2	3	3				3	3		2	3	2	3

Note: 1-Low, 2-Medium, 3-High

PRACTICE:

No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
Part-A			
1.	Introduction to: (a) discrete event simulation, (b) ns3, (c) ns3 Installation, (d) NetAnim.	Windows/Linux OS, IDE, ns3	Understanding ns3 installation and NetAnim
2.	Write a NS3 program to connect two nodes with a point to point link, which have unique interface. Analyze the network performance using UDP client server.	Windows/Linux OS, VMware, ns3	Creating a point to point link and understanding UDP.
3.	Write a NS 3 program to demonstrate bus topology. Analyze the performance using UDP based applications number.	Windows/Linux OS, VMware, ns3	Understanding bus topology.

4.	Write a NS 3 program to demonstrate star topology. Analyze the performance using UDP based applications.	Windows/Linu x OS, VMware, ns3	Creating a bus topology and visualize using
5.	Write a NS3 program to implement FTP using TCP bulk transfer, Analyze the performance	Windows/Linu x OS, VMware, ns3	Implementing FTP and understand bulk transfer.
6.	Write NS 3 Program to configure two nodes on an 802.11b physical layer, with 802.11b NICs in Adhoc mode, and by default, sends one packet of 1000 (application) bytes to the other node. The physical layer is configured to receive at a fixed RSS (regardless of the distance and transmit power); therefore, changing position of the nodes has no effect. Analyze the performance.	Windows/Linux OS, VMware, ns3	Configuration of an Adhoc Network and analyze the performance
7	Install packet tracer, and consider a topology and configure VLAN	Windows/Linux OS, VMware, packet tracer	Creation of a topology and understand VLAN
8	Consider a network topology and demonstrate OSPF routing protocol.	Windows/Linux OS, VMware, packet tracer	Creation of a topology and understand OSPF routing protocol
9	Install wireshark, and analyze the packets using it on a selected interface. Apply filters and check the packets.	Windows/Linux OS, VMware, wireshark	Installing, analyzing live network behavior.
10	Install NMAP, and execute atleast 10 commands to demonstrate the scanning of networks hosts and ports.	Windows/Linux OS, VMware, NMAP	Installing NMAP and learning different network scanning commands

Course Title	Cryptography and Network Security Lab				Course Type		HC	
Course Code	B22EI0504	Credits	1		Class		V Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practical	1	2	2	Theory	Practical	CIE	SEE
	Total	1	2	2	-	28	25%	25%

COURSE DESCRIPTION:

This laboratory course supplements the material taught in the theory course Cryptography and Network Security. The objective of this lab is to get hands-on experience in Computer Networks, Cryptography and Network Security concepts using simulation tools Viz.Wireshark, Nmap, SNIFF, SNORT, JCRYPT, etc.. Laboratory exercises will normally be conducted on UNIX Operating system. The students will be exposed to simulating and analyzing concepts.

COURSE OBJECTIVE (S):

1. To understand basics of Cryptography and Network Security.
2. To be able to secure a message over insecure channel by various means.
3. To learn about how to maintain the Confidentiality, Integrity and Availability of data.
4. To understand various protocols for network security to protect against the threats in the networks.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply the cryptographic algorithms for data communication.	1- 4 ,9-12	1,2,3
CO2	Compare the performance of various security algorithms.	1-4,6,9-12	1,2
CO3	Apply the Digital signature for secure data transmission.	1-6,	1,2,3
CO4	Calculate the message digest of a text using the SHA-1algorithm.	1-6	1,2,3
CO5	Utilize the different open source tools for network security and analysis.	1-6,	1,2,3
CO6	Demonstrate intrusion detection system using network security tool.	1-6	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			✓			
CO2				✓		
CO3			✓			
CO4				✓		

CO5			✓			
CO6				✓		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	2	2	2		2	2	2		3	3		
CO2	3	3	3	3	2	3		2	2	2		3		3	
CO3	3	3	3	3	2	3		3	2	2		3		3	3
CO4	3	3	2	3	3	3		3	3	2		3		3	3
CO5	3	3	2	1	3	3		2	2	1		3	3	3	
CO6	3	3	3	3	2	3		2	2	2		3		3	3

Note: 1-Low, 2-Medium, 3-High

PRACTICE:

Part A	
Sl No	Topic
1	Write a Java program to perform encryption and decryption using the following algorithms a) Ceaser Cipher b) Substitution Cipher c) Hill Cipher
2	Write a program to implement the DES algorithm logic
3	Write a program to implement RSA Algorithm
4	Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
5	Calculate the message digest of a text using the SHA-1 algorithm.
Part B	
1	Performa an experiment to demonstrate how to Sniff for Router traffic by using the tool Wireshark.
2	Perform a Wireless Audit of an Access Point / Router and Decrypt Wep and Wpa.
3	Perform an axperiment to Sniff Traffic using Arp Poisoning.
4	Install Jcrypt Tool (Or Any Other Equivalent) and demonstrate Asymmetric, Symmetric Crypto Algorithm, Hash and Digital/Pki Signatures.
5	Demonstrate Intrusion Detection System (Ids) using any tool. Eg. Snort or any other S/W.

NOTE: A STUDENT MUST EXECUTE ONE EXPERIMENT FROM EACH PART IN THE EXAM.

VI. ADDITIONAL EXPERIMENTS:

1. Write a program to implement the BlowFish algorithm logic
2. Write a program to implement the Rijndael algorithm logic.
3. Calculate the message digest of a text using the MD5 algorithm.
4. Perform an experiment to grab a banner with Telnet and perform the task using Netcat Utility.
5. Perform an experiment for Port Scanning with Nmap, Superscan or any other Software.
6. Using Nmap 1) Find Open Ports on a System 2) Find the machines which are Active 3) Find The version of Remote OS on other Systems 4) Find the version of S/W installed on other System.
7. Perform an experiment on Active and Passive Fingerprinting using Xprobe2 and Nmap.

Course Title	Skill Development Course - 3				Course Type	SDC		
Course Code	B22EI0505	Credits	2		Class	V Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-	Theory	Practical	CIE	SEE
	Tutorial	-	-	-				
	Practical	2	4	4				
	Total	2	4	4	-	56	50%	50%

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Skill development-2:

Students will be offered training and certifications on the trending technologies from the industry experts.

The students are evaluated and certified after the training programs.

VI SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XX061X	Open Elective-2 (General)	OE	3	0	0	3	3	50	50	100	OE
2	B22EI0601	Block Chain Technology	HC	3	0	0	3	3	50	50	100	PCC
3	B22EF0602	Web Technology	HC	3	0	0	3	3	50	50	100	PCC
4	B22EF0603	Agile Software Development and DevOps	HC	3	0	0	3	3	50	50	100	PCC
5	B22EI0602	Machine Learning and Applications	HC	3	0	0	3	3	50	50	100	PCC
6	B22EIS61X	Professional Elective -4	SC	3	0	0	3	3	50	50	100	PEC
7	B22EIS62X	Professional Elective- 5	SC	3	0	0	3	3	50	50	100	PEC
8	B22EI0603	Block Chain Technology Lab	HC	0	0	1	1	2	25	25	50	PCC
9	B22EF0606	Web Technology Lab	HC	0	0	1	1	2	25	25	50	PCC
10	B22EI0604	Machine Learning and Applications Lab	HC	0	0	1	1	2	25	25	50	PCC
11	B22EI0605	Mini Project / Summer Internship	HC	0	0	2	2	4	50	50	50	PCC
Total				21	0	5	26	31	475	475	900	
TOTAL SEMESTER CREDITS				26								
TOTAL CUMULATIVE CREDITS				140								
TOTAL CONTACT HOURS				31								
TOTAL MARKS				900								

Course Title	Smart Sensor Technologies				Course Type	OE	
Course Code	B22EIO611	Credits	3		Class	VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

This course gives the overview of Different sensors, actuators and their applications. It also discusses the insights of interfacing techniques of IoT devices / components

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Overview of Sensors and Actuators applied in sensing, measurement and a comprehensive understanding of its uses in developing IoT based applications.
2. Illustrate Analog and Digital sensor and its difference on IoT Applications.
3. Demonstrate the knowledge on actuators and its interfacing with sensors.
4. To impart reasonable level of competence in the design and development of building broad IoT Systems.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Illustrate the fundamentals of Transmitter, Transducer and Sensors, Sensing and Sensor Devices, Actuators	1,2,3,12	1,2,3
CO2	Summarize IoT architecture for sensor applications.	2,3,5,8	1,2
CO3	Build any IoT applications with interfacing Sensors.	3,4,5,8,10	1,2,3
CO4	Outline the Security requirements in IoT System.	1,2	1,2
CO5	Evaluate IoT platforms using embedded systems	3,4,5,6,8,10,12	2,3
CO6	Outline the concepts of IoT Architecture Reference model.	1,2,3,5,9,12	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4		√				

CO5					√	
CO6		√				

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	2	2	2									2	2	2	2
CO 2		2	2		2			2					3	2	
CO 3			3	2	2			3		2			2	2	2
CO 4	2	2												2	2
CO 5			3	2	2	2		2		2		2		3	2
CO 6	3	2	2		2				2			2	2	2	

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT:

UNIT – 1: [10 Hours]

Difference between sensor, transmitter and transducer - Primary measuring elements - selection and characteristics: Range; resolution, Sensitivity, error, repeatability, linearity and accuracy, impedance, backlash, Response time, Dead band. Signal transmission - Types of signal: Pneumatic signal; Hydraulic signal; Electronic Signal. Role of Sensors and Actuators in IoT.

UNIT – 2: [10 Hours]

Analog Sensors: Introduction to Analog Sensor, Sensor Types and Selection, Resistance-based sensors, Voltage-based sensors, Current-based sensors, Signal Conditioning-Voltage Divider, Amplifiers, Filters, A to D Conversion, Interfacing a LM35 temperature sensor to the Arduino.

Digital Sensors: Introduction to Digital Sensor, Analog versus Digital Sensing, Sensor Types and Selection, Advantages of Digital Sensors. Buttons and Switches, On/Off Devices, I2C Devices, SPI Devices, RS-232 Devices. Interfacing MLX90614 contact-free thermometer to an Arduino UNO.

UNIT 3: [10 Hours]

ACTUATORS - Definition, types and selection of Actuators; linear; rotary; Logical and Continuous Actuators, Pneumatic actuator- Electro-Pneumatic actuator; cylinder, rotary actuators, Mechanical actuating system: Hydraulic actuator - Control valves; Construction, Characteristics and Types, Selection criteria. Electrical actuating systems: Solid-state switches, Solenoids, Electric Motors- Principle of operation and its application: D.C motors - AC motors - Single phase & 3 Phase Induction Motor; Synchronous Motor; Stepper motors - Piezoelectric Actuator Controlling speed and direction of a DC motor with Arduino.

UNIT – 4: [10 Hours]

Overview of Security and Privacy in IoT, Requirements and Architecture in IoT, Privacy and Trust in IoT-Data-Platforms for Smart Cities, Secure Platform, Data Aggregation for the IoT in Smart Cities.

Vulnerabilities, Attacks, and Countermeasures: Primer on threats, vulnerability, and risk (TVR) ,

IoT Reference Architecture: Architecture, Functional, information, deployment and operation views; SOA based Architecture, API-based Architecture.

TEXT BOOKS/REFERENCE BOOKS:

1. Volker Ziemann, A Hands-On Course in Sensors Using the Arduino and Raspberry Pi, CRC Press, Taylor & Francis Group 2018.
2. Clarence W. de Silva, Sensors and Actuators, CRC Press Taylor & Francis Group, Edition 3, 2018
3. Patranabis.D, "Sensors and Transducers", Wheeler publisher, 1994.

4. Sergej Fatikow and Ulrich Rembold, " Microsystem Technology and Microbotics", First edition, Springer –Verlag New York, Inc, 1997.
5. Jacob Fraden, "Hand Book of Modern Sensors: Physics, Designs and Application" Fourth edition, Springer, 2010.
6. Robert H Bishop, "The Mechatronics Hand Book", CRC Press, 2002. 2. Thomas. G. Bekwith and Lewis Buck.N, Mechanical Measurements, Oxford and IBH publishing Co. Pvt. Ltd.,
7. Massood Tabib and Azar, "Microactuators Electrical, Magnetic, thermal, optical, mechanical, chemical and smart structures", First edition, Kluwer academic publishers, Springer, 1997.

Course Title	Cyber Law and Digital Forensics				Course Type	OE		
Course Code	B22EIO612	Credits	3		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	--	50	50

COURSE OVERVIEW:

This course gives an overview of cybercrime targeted at any computing resources and its associated interconnections/ Networks. In addition, it provides various insights into interpersonal cybercrime and how cyberlaw frameworks are dealing with the same across the world. It also includes the principles and concepts of digital forensics like digital investigations, data and file recovery methods, and digital forensics analysis and tools.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Study various cyber laws and exclusively Indian evidence law.
2. Analyze the effectiveness of cyber laws in various aspects of cybercrimes.
3. Illustrate the need for computer forensics and apply tools in use.
4. Examine the cyber law application under a real time scenario.
5. Overview the type of attacks and challenges in present scenario.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Illustrate the basic interface of technology and cyber law.	1,2,6,7,8,12	1,2
CO2	Infer various cyber laws and cybercrimes under Indian evidence law.	1 to 5,8,12	1,2
CO3	Analyze the need for computer forensics.	1to 3, 5,8,12	1,2
CO4	Analyze the utility of the cyber laws in different aspects of cybercrimes.	1 to 4,6,7,8,12	1,2,3
CO5	Apply a few computers forensic tools to any applications.	1 to 6,8,12	1,2,3
CO6	Evaluate the knowledge on cyber law and forensics in real life cases.	1 to 6, 8,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3				√		
CO4				√		
CO5			√			
CO6					√	

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	1	1			2	2	3				3	3	3	
CO2	1	1	1		1			3				2	3	3	
CO3	1	1	1		1			3				2	3	3	
CO4	1	1	2	1		2	2	3				2	3	3	3
CO5	1	1	2	1		2	2	2				2	3	3	3
CO6	1	1	2		3	2		3				2	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Cyber Space: Fundamental definitions -Interface of Technology and Law – Jurisprudence and-Jurisdiction in Cyber Space - Indian Context of Jurisdiction - Enforcement agencies – Need for IT act - UNCITRAL – E-Commerce basics. Information Technology Act, 2000 - Aims and Objects — Overview of the Act – Jurisdiction

UNIT – 2

Cyber Crimes and Indian Evidence Law: Meaning of Cyber Crimes –Different Kinds of Cybercrimes – Cybercrimes under IPC, Cybercrimes under the Information Technology Act,2000 - Cybercrimes under International Law - Hacking Child Pornography, Cyber Stalking, Software Piracy, Violation of Privacy on Internet - Data Protection and Privacy – Indian Court cases.

UNIT – 3

Introduction to Computer Forensics: Understanding computer forensics, computer forensics versus other related disciplines, A brief History of computer Forensics, understanding case laws, developing computer forensics resources, Preparing for computer

investigations, Understanding law enforcement agency investigations, Following the legal process, Understanding corporate investigations, Establishing company policies, Displaying warning Banners.

UNIT – 4

Current Computer Forensics Tools: Evaluating Computer Forensics Tool Needs, Types of Computer Forensics Tools, Tasks Performed by Computer Forensics Tools, Tool Comparisons, Other Considerations for Tools, Computer Forensics Software Tools, Command-Line Forensics Tools, UNIX/Linux Forensics Tools, Other GUI Forensics Tools, Computer Forensics Hardware Tools, Forensic Workstations, Using a Write-Blocker.

TEXT BOOKS:

1. Nilakshi Jain , Ramesh Menon “Cyber Security and Cyber Laws” Willey Publishers, 1st Edition, October 2020.
2. Pavan Duggal “Cyber Security Law” ,2nd Edition,2019.
3. Bill Nelson, Amelia Phillips, Frank Enfinger, Christopher Steuart, —Computer Forensics and Investigations||, Cengage Learning, India Edition, 2016
4. Cory Altheide, Harlan Carvey, Digital Forensics with Open Source Tools, Syngress imprint of Elsevier.

REFERENCE BOOKS:

1. Nhien-An Le-Khac , Kim-Kwang Raymond Choo “Cyber and Digital Forensic Investigations: A Law Enforcement Practitioner’s Perspective” 2020 Edition
2. MarjieT.Britz, —Computer Forensics and Cyber Crime||: An Introduction||, 3rd Edition, Prentice Hall, 2013.

JOURNALS/MAGAZINES:

1. <https://heinonline.org/HOL/LandingPage?handle=hein.journals/glj103&div=13&id=&page=Sood.>
2. Vivek. Cyber Law Simplified. Tata McGraw-Hill Education, 2001.
3. <https://delhidistrictcourts.nic.in/ejournals/CYBER%20LAW.pdf>
4. <https://www.sciencedirect.com/science/article/pii/S1742287606000703>
5. <https://www.sciencedirect.com/science/article/pii/S0167404815001595>

SWAYAM/NPTEL/MOOCs:

1. <https://www.udemy.com/course/cyber-law-for-every-professional-dr-pavan-duggal-clu/>
2. <https://www.coursera.org/learn/digital-forensics-concepts>
3. https://onlinecourses.swayam2.ac.in/cec20_lb06/preview

Course Title	Blockchain Technology				Course Type		
Course Code	B22EI0601	Credits	3		Class	VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-		50%	50%
	Practical	-	-	-			
	Total	3	3	3	42		

COURSE OVERVIEW:

Blockchain is the distributed and decentralized database technology behind this crypto currency. This course explores the fundamentals of the public, transparent, secure, immutable, and distributed database called blockchain. Blockchains can be used to record and transfer any digital asset not just currency. This course will introduce students to the workings and applications of this potentially disruptive technology. Its potential impact on financial services, government, banking, contracting and identity management.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Explain the basic concepts of Block chain technology.
2. Describe the features of Ethereum block chain technology.
3. Demonstrate the Smart Contract Basics interaction with users.
4. Discuss different Blockchain Platforms that can be used in real world applications.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Explain the basic principles of blockchain technology, including decentralized ledgers, blocks, and cryptographic hashing.	1,2,3	1,2
CO2	Identify and describe the essential components of a blockchain network, such as nodes, miners, consensus mechanisms, and smart contracts.	1,2,3	1,2
CO3	Illustrate the cryptographic techniques used in blockchains to secure data and transactions.	1,2,3,5	2,3
CO4	Demonstrate the ability to write, deploy, and interact with smart contracts on a blockchain platform.	3,4,9,10,11	1,2,3
CO5	Identify real-world use cases and applications of blockchain technology across various industries, such as finance, supply chain, healthcare, and more.	1,2,3	1,2,3
CO6	Apply the features of Block chain technology in real world application.	1,2,3,4,9,10,11	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		√				
CO2		√				
CO3			√			
CO4			√	√		
CO5		√		√		
CO6			√	√		

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	2	1										3	2	
CO 2	2	3	1										2	3	
CO 3	2	3	3		3									2	3
CO 4			3	3					2	2	3		1	3	2
CO 5	2	3	3										2	3	1
CO 6	1	3	2	3					2	2	2		1	3	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction to Blockchain Technology, Building blocks of Blockchain, Consensus and Algorithms, Distributed Ledger, and Application; Introduction to Bitcoin, Consensus in Bitcoin, Bitcoin Mining, Transactions in Bitcoin.

UNIT – 2

Introduction to Ethereum, Accounts and wallets, consensus in Ethereum. Smart Contract Design, Smart Contract Life Cycle, Ethereum DApps. Solidity: Structure, Basic Data Types & Statements, Data Structures, Access Modifiers & Applications.

UNIT – 3

Introduction to Hyperledger, Hyperledger Architecture, Chain code, Consensus and Hyperledger Fabric, Applications on Hyperledger.

UNIT – 4

Blockchain Technology: Security and Privacy, Interoperability issues, Use cases: Blockchain in Financial Services and Blockchain for decentralized marketplace.

TEXTBOOKS:

1. Aravind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder, "Bitcoin and Cryptocurrency Technologies-a Comprehensive Introduction", Princeton University Press, 2016.

REFERENCE BOOKS:

1. Martin Quest, "Crypto Master Set", 2018.
2. Antony Lewis, "The Basics of Bitcoins and Blockchains-An Introduction to Cryptocurrencies and the Technology that powers them", Mango Publishing, 2018.
3. Nitin Gaur, Luc Desrosiers, Venkatraman Ramakrishna, Petr Novotny, Dr. Salman A. Baset Anthony O'Dowd, "Hands-On Blockchain with Hyperledger-Building decentralized applications with Hyperledger Fabric and Composer", Pact Publishing, 2018.
4. Andreas M. Antonopoulos, Dr. Gavin Wood, "Mastering Ethereum -Building Smart Contracts and dApps", Ethereum Book LLC, 2019.
5. Rui Zhang, Rui Xue, and Ling Liu. 2019. Security and Privacy on Blockchain. ACM Comput. Surv. 1, 1, Article 1 (January 2019), 35 pages. <https://doi.org/10.1145/3316481>

JOURNALS/MAGAZINES:

1. <https://soliditylang.org/>
2. <https://hyperledger-fabric.readthedocs.io/en/release-2.5/>
3. <https://remix.run/docs/en/main>
4. <https://remix-ide.readthedocs.io/en/latest/>

SWAYAM NPTEL/MOOCs:

1. <https://onlinecourses.nptel.ac.in/>

Practices-

SKILL SETS TO BE DEVELOPED:

1. An attitude of clarification of topics and problem solving.
2. Confidence and ability to tackle new problems.
3. Ability to interpret events and results.
4. Write reports and observations.
5. Select suitable equipment, instrument, materials & software.
6. Manipulative skills for setting and handling systems/Process/ Issues
7. The ability to follow standard /Legal procedures.

SELF-LEARNING EXERCISES:

Title: Designing a Supply Chain Tracking System with Blockchain

Objective: The objective of this assignment is to demonstrate your understanding of blockchain technology and its practical application in supply chain management. You will design a blockchain-based supply chain tracking system to enhance transparency, traceability, and efficiency in the supply chain process.

Task: Imagine you are working for a logistics company that handles the transportation and delivery of goods from suppliers to consumers. Your task is to propose and design a blockchain-based solution to track the movement of goods along the supply chain. The system should be able to record the journey of products from the manufacturer to the end-users, providing real-time updates and ensuring data integrity.

Requirements:

1. System Architecture:
 - Describe the overall architecture of your proposed supply chain tracking system with blockchain.
 - Explain the roles and responsibilities of participants, such as manufacturers, suppliers, carriers, and consumers, in the blockchain network.
2. Data Structure and Smart Contracts:
 - Define the data structure to be used in the blockchain for recording product-related information (e.g., product details, location, timestamp, temperature).
 - Develop smart contracts to automate the process of updating product information at different stages of the supply chain.
3. Consensus Mechanism:
 - Choose an appropriate consensus mechanism for your blockchain network and justify your selection.
 - Explain how the chosen consensus algorithm ensures the validity and security of the recorded data.
4. Security and Privacy:
 - Identify potential security threats and vulnerabilities in your proposed system.
 - Propose security measures to protect the data and prevent unauthorized access.
 - Discuss how you plan to handle privacy concerns, considering the need to share information while maintaining confidentiality.
5. User Interface and Interactions:
 - Design a user-friendly interface that allows participants to access and interact with the blockchain network.
 - Illustrate the steps involved in submitting product-related data and querying the supply chain information.
6. Scalability and Performance:
 - Analyse potential scalability challenges that may arise as the supply chain network grows.
 - Suggest strategies to improve the performance and scalability of the blockchain solution.
6. Legal and Regulatory Considerations:
 - Address legal and regulatory implications associated with the implementation of a blockchain-based supply chain system.
 - Discuss how the proposed system aligns with existing regulations and standards.

Deliverables:

1. A detailed report outlining your proposed blockchain-based supply chain tracking system.
2. Diagrams and flowcharts to illustrate the system architecture and data flow.
3. Sample smart contract code snippets.
4. User interface mock-ups or wireframes.
5. An analysis of potential challenges and their respective solutions.
6. References to academic papers, articles, or documentation supporting your design choices.

Course Title	Web Technology				Course Type		HC	
Course Code	B22EF0602	Credits	3		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-				
	Practical	-	-	-	Theory	Practical	CIE	SEE
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

Building on the basic Web Technologies unit in the CSE course, students will learn to create more dynamic and interactive websites using JavaScript. Advanced HTML, CSS, and basic JavaScript enhances the client-side webpages and students will learn to use these technologies for their specific purposes. Students begin working with server-side scripting and web applications development using Serverside scripting.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Build dynamic web pages with the help of various HTML tags and perform validation using Java Script objects by applying different event handling mechanisms.
2. Comprehend the importance of CSS in designing a creative and dynamic website and embedding Java Script code in HTML.
3. Understand and be able to develop JavaScript code to access the DOM structure of web document and object properties.
4. Develop dynamic web pages with usage of server-side scripting.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Make use of HTML tags and CSS to build web pages for various applications.	1 to 5, 9,10,12	1,2,3
CO2	Demonstrate the usage of form data to validate the correctness of given input.	1 to 5, 9,10,12	1,2,3
CO3	Apply the variety of presentation effects in HTML documents, including explicit positioning of elements using CSS.	1 to 5, 9,10,12	1,3
CO4	Prepare a HTML document for Interactive webpage using JavaScript.	1 to 5, 9,10,12	1,3
CO5	Analyze the concepts of server-side technologies for dynamic web applications.	1 to 5, 9,12	1,3
CO6	Illustrate the concept of ReactJS for creation of reusable UI Components.	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5				√		
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	3	1	3				3	1		3	3	1	2
CO2	3	3	3	1	3				3	1		3	3	1	2
CO3	3	1	3	1	3				3	1		3	3		3
CO4	3	1	3	1	3				3	1		3	3		2
CO5	3	1	3	1	3				3			3	3		3
CO6	2	1	2	1	2				2			2	2	1	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**THEORY:****Unit 1: Introduction to Web Essentials and HTML**

Clients, Servers, and Communication, The Internet-Basic Internet Protocols -The World Wide Web, HTTP request message-response message, Web Clients Web Servers-Case Study, Markup Languages: XHTML. An Introduction to HTML History-Versions-Basic XHTML Syntax and Semantics-Some Fundamental HTML Elements-Relative, The and<div> tags ,Lists, Tables.

Unit 2: Forms and Style Sheets

HTML Frames and Forms. Introduction to CSS, Levels of style Sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, The box model, Background images , Conflict resolution

Unit 3: JavaScript

Java Script Client side scripting using JavaScript, Introduction to JavaScript, internal and external Java script files, variables, control statements, loops, Arrays , string handling , functions, How to write functions in JavaScript, inputting and outputting from form elements to JavaScript. DOM concept, creating html elements using JavaScript. Drawing 2D shapes, handling events.

Unit 4: ReactJS

Introduction to ReactJS and its syntax, Introduction to Components: Communication between Component, Types of Components, States and Props: What is State and its significance, Read State and Set state, Passing data to components using props, React JS Environment setups: Node Setup, NMP installation, How to write optimized code in React JS, React with Redux: What is React Redux, Why React Redux, Install and Setup.

TEXT BOOKS:

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson, 2013.
2. The Complete Reference, HTML and CSS by Thomas A Powell latest edition
3. Learning React, Free unaffiliated eBook created from stack overflow contributors. The Complete Reference, HTML and CSS by Thomas A Powell latest edition

REFERENCE BOOKS:

1. Web Programming, building internet applications, Chris Bates 2nd edition, Wiley Dremtech
2. Java Script, D.Flanagan, O'Reilly, SPD

JOURNALS/MAGAZINES:

1. <https://www.inderscience.com/jhome.php?jcode=IJWET>
2. <http://www.w3schools.com/>
3. <http://getbootstrap.com/>

SWAYAM/NPTEL/MOOCs:

1. <http://nptel.ac.in>
2. <https://www.udemy.com/course/angularjs-for-beginners-udemy/>
3. <https://www.coursera.org/learn/introduction-to-front-end-development>

SELF-LEARNING EXERCISES:

1. Node JS, React JS
2. jQuery

Course Title	Agile software development and DevOps			Course Type	Theory		
Course Code	B22EF0603	Credits	3		Class	VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	0	0	0	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3	42	50	50

COURSE OVERVIEW:

The course provides students with a knowledge on the basic principles of software development life cycle, activities involved in software requirements engineering, software development, testing, evolution and maintenance. It introduces concepts such as software processes and agile methods and essential software development activities. New methods to approach old development problems with DevOps.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Discuss the importance of the software development process.
2. Demonstrate the workflow of Automating process.
3. Explain the development of a software using Agile method
4. Illustrate with case study, the importance of DevOps.

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply software development process to solve complex problems of engineering.	1,2	1,2
CO2	Make use of Agile principle for rapid software development and automation.	1,3	3
CO3	Summarize the basic principles of agile approach and need of integration, delivery and deployment.	1,3,5	1
CO4	Apply the concepts of process modeling and automation in real world applications.	1,3,5	2,3
CO5	Distinguish between the traditional SDLC and agile ALM model for efficient and effective product delivery	1,3,4	1
CO6	Develop the real-world applications using DevOps tools for continuous business improvement.	1,3,4,5,9	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
C01			√			
C02			√			
C03		√				
C04			√			
C05				√		
C06			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
C01	3	3											3	3	
C02	3		3												3
C03	3		3		3								3		
C04	3		3		3									3	3
C05	3		3	3									3		
C06	3		3	3	3				3					3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Requirements and Development process: Software Processes: Models, Process iteration, Process activities. Software Requirements: Functional and Non-functional requirements, User requirements, System requirements, Interface specification, the software requirements document. Requirements Engineering Processes: Feasibility studies, Requirements elicitation and analysis.

UNIT – 2

Agile Application Life Cycle Management: Goals of Agile Application Life Cycle Management, Why Is Agile ALM Important? Understanding the Paradigm Shift, Rapid Iterative Development, Focus on 12 Agile Principles, Agile Manifesto, Fixed Time box Sprints, Customer Collaboration, Requirements and Documentation.

UNIT – 3

Automating the agile ALM: Goals of Automating the Agile ALM, Why Automating the ALM Is Important, Tools, Do Tools Matter? Process over Tools, Understanding Tools in the Scope of ALM, Staying Tools Agnostic, Commercial versus Open

Source, Automating the Workflow, Process Modeling Automation, Managing the Lifecycle with ALM, Broad Scope of ALM Tools, Achieving Seamless Integration, Managing Requirements of the ALM, Creating Epics and Stories, Systems and Driven Development, Environment Management, Gold Copies, Supporting the CMDB, Supporting Operations, Incident Management, Project Management, Planning the PMO, Planning for Implementation, Evaluating and Selecting the Right Tools, Defining the Use Case, Training Is Essential, Vendor Relationships, Keeping Tools Current.

UNIT – 4

DevOps: Goals of DevOps, Why Is DevOps Important? Where Do I Start? How Do I Implement DevOps? Developers and Operations Conflicts, Developers and Operations Collaboration, Need for Rapid Change, Knowledge Management, the Cross-Functional Team, Is DevOps Agile? The DevOps Ecosystem, Moving the Process Upstream, Left-Shift, Right-Shift, DevOps inDev, DevOps as Development, Deployment Pipeline, Dependency Control, Configuration Control, Configuration Audits, QA and DevOps, Information Security, Infrastructure as Code, Taming Complexity, Automate Everything, Disaster Recovery and Business Continuity, Continuous Process Improvement.

TEXT BOOKS:

1. Ian Sommerville, “Software Engineering”, 8th Edition, Pearson Education, 2007.
2. Bob Aiello and Leslie Sachs, “Agile Application Life cycle Management Using DevOps to Drive Process Improvement”, Addison Wesley, First printing, 2016.

REFERENCE BOOKS:

1. Roger S, “Software Engineering-A Practitioner’s Approach”, seventh edition, Pressman, 2010.
2. Roger Pressman, Ian Sommerville, “Software Engineering”, Pearson, 9th edition, 2010.
3. Hans Van Vliet, “Software Engineering: Principles and Practices”, Wiley, 2008.
4. Richard Fairley, “Software Engineering Concepts”, McGraw-Hill, 2008
5. ACM Transactions on Software Engineering and Methodology (TOSEM).
6. IEEE Transactions on Software Engineering.

JOURNALS/MAGAZINES:

1. Journal of Software Engineering Research and Development
2. International Journal of Agile and Extreme Software Development
3. A decade of agile methodologies: Towards explaining agile software development
4. Journal of Systems and Software

SWAYAM/NPTEL/MOOCs:

1. <https://www.udemy.com/course/devops-core-fundamentals>
2. <https://www.scaledagile.com/certification/courses/safe-devops/>
3. <https://www.coursera.org/learn/devops-culture-and-mindset>
4. <https://www.coursera.org/learn/uva-darden-continuous-delivery-devops>

SELF-LEARNING EXERCISES:

1. Case study on Critical system
2. Case study on ATM using agile method

Course Title	Machine Learning and Applications				Course Type	HC		
Course Code	B22EI0602	Credits	3		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical							
	Total	3	3	3	42		50	50

COURSE OVERVIEW:

This course provides a concise introduction to the fundamental concepts in machine learning and popular machine learning algorithms. We will cover the standard and most popular supervised learning algorithms including linear regression, logistic regression, decision tree , etc. We will also cover the basic clustering algorithms. In the course we will discuss various issues related to the application of machine learning algorithms.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Study the basic theory underlying machine learning.
2. Explain machine learning algorithms to solve problems of moderate complexity for data analysis.
3. Discuss the implementation of Machine learning algorithms and modules.
4. Discuss the applications of Machine Learning

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Understand basics of Artificial Intelligence and Machine Learning	1,2,3,4,5, 12	1, 2, 3
CO2	Apply supervised learning algorithm for regression and classification problems	1,2,3,4,5, 12	1, 2, 3
CO3	Use unsupervised learning algorithms to identify patterns and structure in unlabelled datasets	1,2,3,4,5, 12	1, 2, 3
CO4	Analyze real world applications using supervised and unsupervised learning algorithms	1,2,3,4,5, 12	1, 2, 3
CO5	Analyze the performance of machine learning models using different evaluation metrics	1,2,3,4,5, 12	1, 2, 3
CO6	Explain dimensionality reduction algorithms and its applications	1,2,3,4,5,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4				√		
CO5				√		
CO6		√				

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	2	2	3							3	3	3	3
CO2	3	3	2	3	3							3	3	3	3
CO3	3	2	2	3	3							3	3	3	3
CO4	3	3	3	2	3							3	3	3	3
CO5	3	2	3	3	3							3	3	3	3
CO6	3	3	3	2	3							3	3	3	3

Note:1-Low,2-Medium,3-High

COURSE CONTENT**THEORY:****UNIT – 1**

What is Artificial Intelligence?, The AI Problem, The Underlying Assumption, What is an AI technique?, : Well-Posed Learning Problems, Designing a Learning System, Concept Learning and the General-to-Specific Ordering: A Concept Learning Task, Concept Learning as Search, FIND-S, Version Spaces and Candidate Elimination algorithm, Inductive bias

UNIT – 2

Supervised Learning algorithms - Linear regression, logistic regression, support vector machine, Decision Trees, Nearest neighbor algorithm, Naive bayes model, Evaluation metrics for regression and classification algorithms

UNIT – 3

Unsupervised Learning algorithms - Difference between supervised and unsupervised learning, what is clustering?, KMeans Clustering, what is dimensionality reduction?, PCA, Probabilistic PCA, Kernel PCA

UNIT – 4

Recommendation Systems – Model for Recommendation Systems, Utility Matrix, Content- Based Recommendations, Discovering Features of Documents, Collaborative Filtering.

Application of dimensionality reduction.

TEXTBOOKS:

1. Elaine Rich, Kevin Knight, Artificial Intelligence, Tata McGraw Hill
2. Tom Mitchell, "Machine Learning", McGraw Hill Education
3. Anand Rajaraman, Jure Leskovec and J.D. Ullman, "Mining of Massive Data sets", ebook, Publisher, 2014 (unit 4) - www.mmids.org
4. John D Kelleher, Brian Mac Namee, Aoife D'Arcy, "Fundamentals of Machine Learning for Predictive Data Analytics, Second Edition

REFERENCEBOOKS:

1. Christopher M Bishop, "Pattern Recognition and Machine Learning", Springer

JOURNALS / MAGAZINES:

1. IEEE Transactions on Pattern Analysis and Machine Learning
2. IEEE Transactions on Artificial Intelligence
3. Journal of Machine Learning Research
4. Foundations and Trends in Machine Learning
5. Synthesis Lectures on Artificial Intelligence and Machine Learning
6. ACM Transactions on Intelligent Systems and Technology

SWAYAM / NPTEL / MOOCs:

1. Introduction to Machine Learning, by Prof. Balaraman Ravindran, IIT Madras, Swayam - NPTEL
2. Machine Learning Specialization, by Andrew Ng, Coursera

SELF-LEARNING EXERCISES:

1. Data Visualization
2. Basics of Deep Learning

Course Title	Cognitive Computing				Course Type		SC	
Course Code	B22EIS611	Credits	3		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical							
	Total	3	3	3	42		50	50

COURSE OVERVIEW:

This course gives the insights of self-learning systems that utilize Artificial Intelligence/ Machine Learning models to mimic the way of human thought process. Eventually, this course will be helpful to facilitate the building of HCI solutions which are capable of solving problems.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Identify how Artificial Intelligence, Machine Learning and Cognitive Computing are related and used for application development.
2. Identify, design and assess Cognitive Computing and Artificial Intelligence challenges/ issues with social impact.
3. Visualize the data characteristics, preprocessing and Understand the Patterns for further application development.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate a broad knowledge of concepts and issues in Cognitive Computing.	1 to 6	1,2
CO2	Explore the technical and managerial issues in developing and using applications based on cognitive computing and Artificial Intelligence Applications techniques.	1 to 6	1,2
CO3	Apply and assess Cognitive Computing and Artificial Intelligence Applications in an organizational setting	1 to 6	1,2
CO4	Understanding on different Perception and sensing data	1 to 6	1,2
CO5	Design a Real-Time information Based Evacuation Decision support system for emergency management	1 to 6	1,2
CO6	Understand Current Trends and Research Issues and applications of Cognitive computing	1 to 6	1,2

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√	√			
CO2			√	√		
CO3			√			
CO4		√	√			
CO5			√			
CO6		√				

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	2	3	1							3	3	
CO2	3	3	3	3	3	1							2	2	
CO3	3	3	3	2	2	1							2	3	
CO4	3	3	3	3	3	1							3	3	
CO5	3	3	3	2	3	1							3	3	
CO6	2	3	2	3	3	1							3	3	

COURSE CONTENTS THEORY:**UNIT-1**

Introduction to Cognitive Computing: Definition, concepts, and historical background, Cognitive Systems and Models: Understanding cognitive architectures and systems, Cognitive Processes: Perception, attention, memory, problem-solving, and decision-making, Cognitive Task Analysis: Methods for analyzing cognitive tasks and processes..

UNIT-2

Brain Signals and Feature extraction, Types of Brain signals, case study, Feature extraction methods and their analysis, Models of Understanding Cognition or Mind: Neuroscientific Model, Psychological Model, Representational Model, Computational Model, Isomorphic Model, Multiple realizable Model, Multiple Draft Model, Sub personal Model.

UNIT-3

Cognitive Computing in Virtual Reality (VR) and Augmented Reality (AR): Introduction to Virtual Reality (VR) and Augmented Reality (AR), Fundamentals and applications. Cognitive Aspects of VR/AR: Understanding the impact of VR/AR on perception and cognition. VR/AR Interaction Design: Designing intuitive and effective interfaces for VR/AR applications. Immersive Experience Design: Creating immersive experiences using cognitive computing principles.

UNIT-4

Human-Computer Interaction (HCI) and User Experience (UX) Design: Introduction to Human-Computer Interaction: Basic principles and concepts. User-Centered Design: Understanding user needs, prototyping, and

evaluation. Cognitive Aspects of HCI: Mental models, human memory, and attention in interface design. Multi-modal Interfaces: Designing interfaces for multiple input/output modes.

TEXTBOOKS:

1. Friedenberg, Jay, Gordon Silverman, and Michael J. Spivey. *Cognitive science: an introduction to the study of mind*. Sage Publications, 2021.
2. Shapiro, Lawrence. *Embodied cognition*. Routledge, 2019.

REFERENCE BOOKS:

1. LaValle, Steven M. *Virtual reality*. Cambridge university press, 2023..
2. Still, Brian, and Kate Crane. *Fundamentals of user-centered design: A practical approach*. CRC press, 2017.

JOURNAL/ MAGAZINES:

1. Cognitive computing: <https://www.springer.com/journal/12559/>
2. International Journal of Cognitive Computing in Engineering,
<http://www.keaipublishing.com/en/journals/international-journal-of-cognitive-computing-in-engineering/>
3. IEEE Transactions on Cognitive and Developmental Systems,
<https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=7274989>

SWAYAM/NPTEL/MOOC:

1. Swayam : Course Name : Fundamentals Of Artificial Intelligence, By Prof. Shyamanta M Hazarika, IIT Guwahati.
2. NPTEL: Course Name : Human Computer Interaction (HCI), unded by -MHRD, Govt. of India National Mission on Education Through Information and Communication Technology.
3. Coursera: Mind and Machine Specialization (<https://www.coursera.org/specializations/mind-machine>)

SELF-LEARNINGEXERCISES:

1. Cognitive function measurement tools and software.
2. Selected topics from research papers.

Course Title	Blockchain Tools and Applications				Course Type	SC	
Course Code	B22EIS412	Credits	3		Class	Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-		50%	50%
	Practical	-	-	-			
	Total	3	3	3	42	50%	

COURSE OVERVIEW:

This course is designed to provide a comprehensive understanding of blockchain technology and its real-world applications. The focus is on various blockchain platforms and frameworks. The student will gain hands-on experience with popular platforms like Ethereum and Hyperledger, enabling them to create, deploy, and interact with smart contracts. These smart contracts form the backbone of decentralized applications (DApps), and the course will explore the principles behind their design and development.

Throughout the course, students will learn how to set up their own blockchain development environment, write smart contracts using programming languages like Solidity, and interact with blockchain networks using specialized libraries. The course also provides an opportunity to explore real-world applications and case studies, gaining insights into how blockchain is being utilized in industries like supply chain management, healthcare, finance, and more. Finally, it is examined that the security considerations and auditing practices that are vital in ensuring the robustness of blockchain applications.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. To provide practical experience with various blockchain platforms and frameworks, such as Ethereum and Hyperledger.
2. To develop hands-on skills in writing smart contracts using programming languages like Solidity.
3. To analyze the security challenges and best practices in blockchain application development.
4. To examine various real-world applications of blockchain technology across industries such as supply chain management, finance, healthcare, identity management, and more.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Familiar with the various tools and platforms used to build, deploy, and interact with blockchain networks.	1,2,3	1,2
CO2	Design and implement smart contracts using a programming language specific to the chosen blockchain platform.	1,2,3	1,2
CO3	Develop an application using Ethereum and solidity.	1,2,3,5	2,3
CO4	Evaluate existing systems and identify opportunities for integrating blockchain technology into those systems.	3,4,9,10,11	1,2,3
CO5	Understand the governance models used in different blockchain networks and the legal and regulatory challenges related to blockchain adoption.	1,2,3	1,2,3
CO6	Make use of different blockchain platforms in real world application.	1,2,3,4,9,10,11	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		√				
CO2		√	√			
CO3			√	√		
CO4			√		√	
CO5		√				
CO6			√			

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	2	1										3	2	
CO 2	2	3	1										2	3	
CO 3	2	3	3		3									2	3
CO 4			3	3					2	2	3		1	3	2
CO 5	2	3	3										2	3	1
CO 6	1	3	2	3					2	2	2		1	3	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT**UNIT – 1**

Solidity-Basic Introduction and Overview: Introduction to Smart Contracts and Solidity, Blockchain basics of smart contracts and overview, Mastering Ethereum Virtual Machine (EVM), EVM message calls; Solidity Layouts, Solidity Types, Operators, Expression and control structure and Functions.

UNIT – 2

Introduction to blockchain tools: Part-1: Hyperledger Fabric, Ethereum, Solc, Truffle, Ganache.

UNIT – 3

Introduction to blockchain tools: Part-2: MetaMask, Remix, Geth, Web3.js and Embark.

UNIT – 4

Blockchain Applications: Healthcare, Supply chain Management, Insurance, Cryptocurrency, Voting, and Government.

TEXTBOOKS:

1. Nitin Gaur, Luc Desrosiers, Venkatraman Ramakrishna, Petr Novotny, Dr. Salman A. Baset Anthony O'Dowd, "Hands-On Blockchain with Hyperledger-Building decentralized applications with Hyperledger Fabric and Composer", Pact Publishing,2018.
2. Andreas M. Antonopoulos, Dr. Gavin Wood, "Mastering Ethereum -Building Smart Contracts and dApps", Ethereum Book LLC,2019.

REFERENCE BOOKS:

1. Jimmy Song, "Programming Bitcoin-Learn How to program Bitcoin from Scratch", Orielly,2019.
2. Andreas M. Antonopoulos, "Mastering Bitcoin- Programming the Open Blockchain", Orielly,2017.
3. Melanie Swan, "Blockchain-Blueprint for a new economy", Orielly,2015.
4. Vikram Dhillon, David Metcalf, Max Hooper, "Blockchain Enabled Applications-Understand the Blockchain Ecosystem and How to Make it Work for you", Apress,2017.

JOURNALS/MAGAZINES:

1. <https://soliditylang.org/>
2. <https://hyperledger-fabric.readthedocs.io/en/release-2.5/>
3. <https://platon-truffle.readthedocs.io/en/v0.1.0/>
4. <https://trufflesuite.com/docs/>
5. <https://docs.metamask.io/>
6. <https://metamask.io/sdk/>
7. <https://remix.run/docs/en/main>
8. <https://remix-ide.readthedocs.io/en/latest/>
9. <https://geth.ethereum.org/docs>
10. <https://readthedocs.org/projects/web3js/>
11. <https://web3js.readthedocs.io/en/v1.10.0/>
12. <https://holbrook.no/share/doc/ethereum/web3js/1.0.0/>
13. <https://docs.web3js.org/>
14. <https://framework.embarqlabs.io/docs/overview.html>

SWAYAM NPTEL/MOOCs:

<https://onlinecourses.nptel.ac.in/>

Practices-**SKILL SETS TO BE DEVELOPED:**

8. An attitude of clarification of topics and problem solving.
9. Confidence and ability to tackle new problems.
10. Ability to interpret events and results.
11. Write reports and observations.
12. Select suitable equipment, instrument, materials & software.
13. Manipulative skills for setting and handling systems/Process/ Issues
14. The ability to follow standard /Legal procedures.

SELF-LEARNING EXERCISES:

1. Smart Contract Development: Develop a smart contract for a decentralized voting application using Solidity (Ethereum's programming language). The smart contract should allow users to vote for multiple candidates securely and efficiently. Implement functions for vote casting, vote counting, and prevent duplicate voting.
2. Blockchain Integration Proposal: Choose an industry (e.g., supply chain, healthcare, real estate) and propose a blockchain integration plan for an existing system. Explain how blockchain technology can improve transparency, security, and efficiency in the chosen industry. Consider the challenges and benefits of the proposed integration.
3. Setting up a Private Blockchain Network: Set up a private blockchain network using a platform like Hyperledger Fabric. Create a network with multiple nodes and deploy a sample smart contract to showcase the network's functionality. Write a report detailing the steps taken and the configurations used.
4. Blockchain Wallet and Transactions: Create a simple blockchain wallet application that allows users to generate a public/private key pair and perform transactions on a test network. Implement basic features like checking account balance, sending and receiving tokens, and transaction history.

5. Security Audit of a Smart Contract: Choose an open-source smart contract from a public blockchain network (e.g., Ethereum). Conduct a security audit of the smart contract to identify potential vulnerabilities and suggest improvements to enhance its security. Provide a detailed report of the vulnerabilities found and the solutions proposed.
6. Blockchain and IoT Integration: Explore how blockchain can be integrated with the Internet of Things (IoT) devices to enhance data integrity and security. Develop a proof-of-concept application where IoT devices record sensor data onto a blockchain and design a mechanism to ensure the authenticity of the data.
7. Decentralized Application (dApp) Development: Develop a decentralized application (dApp) that interacts with a smart contract on a public blockchain. The dApp can be related to finance, gaming, or any other domain of interest. Implement functionalities like user authentication, interacting with the smart contract, and displaying relevant data on the dApp.
8. Legal and Regulatory Challenges of Blockchain: Research the legal and regulatory challenges faced by blockchain technology in a specific country or region. Write a comprehensive report discussing the current laws and regulations, the potential impact of blockchain adoption, and suggestions for overcoming regulatory hurdles.

Course Title	Cyber Security Assessment and Risk Analysis				Course Type	SC	
Course Code	B22EIS613	Credits	3		Class	VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

Course Overview:

This course describes the concepts of risk management and analysis in information security. It also covers the various Contingency Planning components. It will also discuss incident response options, and design an Incident Response Plan for sustained organizational operations

Course Objectives:

The objectives of this course are to:

1. Describe the concepts of risk management in information security.
2. Differentiate various Contingency Planning components with examples.
3. Define and be able to discuss incident response options, and design an Incident Response Plan for sustained organizational operations
4. Insights of Information security planning and governance in any organization

COURSE OUTCOMES(COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSO
CO1	Summarize the concept of Cyber security and its importance, history, impact with respect to Information Systems	1,2,4	1,2
CO2	Outline the insights of basic security concepts, terminology of Information Systems and its use.	2,3,8	1,2
CO3	Analyse Sources and motivation of cyber vulnerability and threats	3,5,10	2,3
CO4	Explain Information security planning and governance	3,5,8,12	2,3
CO5	Apply risk analysis, evaluation and mitigation methods.	2,3,5,12	1,3
CO6	Plan a Disaster Recovery for any sustained organizational operations.	3,5,8	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES:

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3				√		
CO4		√				
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO#/POS	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1				2									2	2	
CO2													2	2	
CO3					2					2				2	2
CO4					2							3		2	2
CO5					2							2	2		2
CO6					2									2	2

Note: 1-Low, 2-Medium, 3-High

Course Content**Unit-1****Information Security Overview**

Introduction: Introduction to Information Security, History and Understanding the Information system, basics of information systems, Impact of information system.

Building Blocks of Information Security: Introduction, Basic principles of Information Security, security related basic terms and definitions, three pillars of Information security, Information classification, criteria and terms for classification, Information security risk analysis.

Unit-2**Threats and Vulnerability of a System**

Threats: Cyber threat categorization, sources, motivation, type, technical vs. non-technical (e.g. attacks to cooling systems to disrupt cyber systems), threat actors, exploitation of cyber vulnerabilities leading to impact and associated likelihood.

Vulnerabilities: Sources of cyber vulnerability, complexity of modern software, attack surface of modern systems, development of software for functionality and not with security considerations, existing known and zero-day system vulnerabilities, vulnerability databases and open information.

Unit 3

Security Planning

SECURITY INVESTIGATION: Need for Security - Business Needs - Threats – Attacks - secure software development - Legal, Ethical and Professional Issues in Information Security.

PLANNING FOR SECURITY: Information security planning and governance – policy and practices- blue print for security – training and awareness – continuity strategies

Unit 4

Risk Management

Risk evaluation and associated selection of risk treatment options, effects and selection of risk avoidance, mitigation, transfer, acceptance (or a combination thereof), risk management as an iterative process, risk profile stemming from modifications in an organisation's environment, building an organisation's cybersecurity control environment from the results of risk analysis, introduction to basic cybersecurity controls. Case study on security planning and management in any organizations.

Text Books/Reference Books:

- 1.Information System Security best practices framework- Nina Godbole- John Willey
2. "Security Risk Management: Building an Information Security Risk Management Program from the Ground Up", by Evan Wheeler
- 3."The Complete Guide to Cybersecurity Risks and Controls (Internal Audit and IT Audit)", by Anne Kohnke and Dan Shoemaker
- 4.Michael E Whitman and Herbert J Mattord, "Principles of Information Security", Vikas Publishing House, New Delhi, 2003
5. Micki Krause, Harold F. Tipton, "Handbook of Information Security Management", Vol 1- CRC Press LLC, 2004.
- 6 Cyber Forensics: Understanding Information Security Investigations (Springer's Forensic Laboratory Science Series by Jennifer Bayuk Sep 9, 2010

Course Title	Cloud Computing				Course Type		SC	
Course Code	B22EIS614	Credits	3		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course provides a comprehensive study of Cloud concepts and capabilities across the various cloud service models including Infrastructure as a Service (IaaS), Platform as a Service (PaaS) and Software as aService (SaaS). It gives insight into various cloud infrastructure and management. It provides the various functional domain architectures.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Discuss the various Cloud computing service models like Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS).
2. Explain the working of cloud computing technologies like datacenter technology, web technology, multitenant technology and service technology.
3. Illustrate the use of various cloud computing mechanisms like load balancer, automated scaled listener, failover system in real world applications.
4. Categorize the cloud technology architecture formalize various functional domains within cloud.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Identify basic requirements related to cloud computing technologies.	1 to 5,6,8,11,12	1,3
CO2	Compare and contrast different services of cloud computing viz. Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS).	1 to 5,6,11,12	1,3
CO3	Summarize the Broadband Networks and Internet Architecture used in cloud.	1 to 5,6,11,12	1, 3
CO4	Shows the working of cloud computing technologies like data center technology, virtualization technology, web technology, multitenant technology and service technology.	1 to 5,6,11,12	1
CO5	Interpret various cloud computing mechanisms like load balancer, automated scaled listener, failover system and more.	1 to 5,6,11,12	1,3
CO6	Illustrate the cloud technology architecture formalize various functional domains.	1 to 5,6,11,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1	√					
CO2		√				
CO3		√				
CO4			√			
CO5		√				
CO6			√			

COURSE ARTICULATION MATRIX

CO# / POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	2		2			2	3	3		3
CO2	3	3	3	3	2	2					2	3	3		3
CO3	3	3	3	3	2	2					2	3	3		3
CO4	3	3	3	3	2	2					2	3	3		
CO5	3	3	3	3	2	2					2	3	3		3
CO6	3	3	3	3	2	2					2	3	3		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction to Cloud Computing: Origins and Influences; Basic Concepts and Terminology; Goals and Benefits; Risks and Challenges.

Fundamental Concepts and Models: Roles and Boundaries; Cloud Characteristics; Cloud Delivery Models; Cloud Deployment Models.

UNIT – 2

Cloud Computing Technologies: Broadband Networks and Internet Architecture; Data Center Technology; Virtualization Technology; Web Technology; Multitenant Technology; Service Technology; Case study.

Cloud Infrastructure Mechanisms: Logical Network Perimeter; Virtual Server; Cloud Storage Device; Cloud Usage Monitor; Resource Replication; Ready-made environment.

UNIT – 3

Specialized Cloud Mechanisms: Automated Scaling Listener; Load Balancer; SLA Monitor; Pay-per-use Monitor; Audit Monitor; Failover System; Hypervisor; Resource cluster; Multi-device Broker; State Management.

Cloud Management Mechanisms: Remote Administration System; Resource Management System; SLA Management System; Billing Management System.

UNIT – 4

Fundamental Cloud Architectures: Workload Distribution Architecture; Resource Pooling Architecture; Dynamic Scalability Architecture; Elastic Resource Capacity Architecture; Service Load Balancing Architecture; Cloud Bursting Architecture; Elastic Disk Provisioning Architecture; Redundant Storage Architecture.

Advanced Cloud Architectures: Hypervisor Clustering Architecture; Load Balanced Virtual Server Instances Architecture; Non-Disruptive Service Relocation Architecture; Zero Downtime Architecture; Cloud Balancing Architecture; Resource Reservation Architecture; Dynamic Failure Detection and Recovery Architecture; Bare-Metal Provisioning Architecture; Rapid Provisioning Architecture; Storage Workload Management Architecture.

TEXT BOOKS: (links)

1. Thomas Erl, Ricardo Puttini, Zaigham Mahmood, "Cloud Computing: Concepts, Technology & Architecture", PHI, 2019. [Cloud Computing: Concepts, Technology & Architecture \(pearsoncmg.com\)](https://www.pearsoncmg.com)
2. Kai Hwang, Geoffrey C. Fox, Jack J Dongarra, "Distributed and Cloud Computing", MK, 2012.
3. Dan C. Marinescu, Cloud Computing: Theory and Practice, MK
4. Michael Miller, "Cloud Computing: Web-Based Applications That Change the Way You Work and Collaborate Online", Que Publishing, August 2008.

REFERENCE BOOKS:

1. Rajkumar Buyya, James Broberg, Andrzej Goscinski, "Cloud Computing- Principles and Paradigms", Wiley.
2. Anthony T. Velte, Toby J. Velte, Robert Elsenpeter, "Cloud Computing, A practical approach", TATA McGraw HILL.
3. Dharanipragada Janakiram, "Grid and Cloud Computing", McGraw-Hill 2016.
4. Gautam Shroff, "Enterprise Cloud Computing- Technology, Architecture, Applications", CAMBRIDGE.

JOURNALS/MAGAZINES:

1. IEEE Transactions on Cloud Computing
2. Journal of Cloud Computing -Advances, Systems and Applications, Springer Open.
3. International Journal of Cloud Computing, INDERSCIENCE Publishers.
4. International Journal of Cloud Applications and Computing (IJCAC), IGI Global.

SWAYAM NPTEL/MOOCs:

1. Cloud Computing Course - SWAYAM
2. Google Cloud Computing Foundation Course – NPTEL
3. Introduction to Cloud Computing by IBM - Coursera

SELF-LEARNING EXERCISES:

1. <https://www.vmware.com/try-vmware/try-hands-on-labs.html>
2. <https://www.cloudpro.co.uk/case-studies>
3. <https://www.ibm.com/cloud/case-studies/>

Course Title	Social Network Analysis				Course Type	SC		
Course Code	B22EIS615	Credits	3		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial				Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

Social network analysis (SNA) is the process of investigating social structures through the use of networks and graph theory. It characterizes networked structures in terms of nodes (individual actors, people, or things within the network) and the ties, edges, or links (relationships or interactions) that connect them.

COURSE OBJECTIVE (S):

The objectives of this course are to:

- 1.To understand the concept of semantic web and related applications.
- 2.To learn knowledge representation using ontology.
- 3.To understand human behavior in social web and related communities.
4. .To learn visualization of social networks.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Apply semantic web related applications.	1 to 5, 12	1,2,3
CO2	Classify the knowledge using ontology.	1 to 5, 12	1,2,3
CO3	Distinguish the human behavior in social web.	1 to 5,12	1,2,3
CO4	Identify the human behavior in related communities.	1 to 5,12	1,2,3
CO5	Analyze mining communities in social networks	1 to 5,12	1,2,3
CO6	Classify the Privacy Issues in social networks	1 to 5,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2		√				
CO3				√		
CO4		√				
CO5				√		
CO6		√				

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	3							2	3		3
CO2	3	3	2	2	3							2	3		3
CO3	3	3	2	2	3							2		3	3
CO4	3	3	3	2	2							2		3	
CO5	3	2	2	2	3							2	3		3
CO6	3	2	2	2	3							2	3		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Introduction to Semantic Web: Limitations of current Web - Development of Semantic Web - Emergence of the Social Web - Social Network analysis: Development of Social Network Analysis - Key concepts and measures in network analysis - Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities - Web-based networks - Applications of Social Network Analysis.

UNIT – 2

Modeling, Aggregating And Knowledge Representation: Ontology and their role in the Semantic Web: Ontology-based knowledge Representation - Ontology languages for the Semantic Web: Resource Description Framework - Web Ontology Language - Modeling and aggregating social network data: State-of-the-art in network data representation - Ontological representation of social individuals - Ontological representation of social relationships - Aggregating and reasoning with social network data - Advanced representations.

UNIT – 3

Extraction And Mining Communities In Web Social Networks: Extracting evolution of Web Community from a Series of Web Archive - Detecting communities in social networks - Definition of community - Evaluating communities - Methods for community detection and mining - Applications of community mining algorithms - Tools for detecting communities social network infrastructures and communities - Decentralized online social networks - Multi-Relational characterization of dynamic social network communities.

UNIT – 4

Predicting Human Behaviour and Privacy Issues: Understanding and predicting human behavior for social communities - User data management - Inference and Distribution - Enabling new human experiences - Reality mining - Context - Awareness - Privacy in online social networks - Trust in online environment - Trust models based on subjective logic - Trust network analysis - Trust transitivity analysis - Combining trust and reputation - Trust derivation based on trust comparisons - Attack spectrum and countermeasures.

TEXT BOOKS:

1. Peter Mika, —Social Networks and the Semantic Web||, First Edition, Springer 2007.
2. Borko Furht, —Handbook of Social Network Technologies and Applications||, 1st Edition, Springer, 2010.

REFERENCE BOOKS:

1. Guandong Xu, Yanchun Zhang and Lin Li, —Web Mining and Social Networking – Techniques and applications||, First Edition, Springer, 2011.
2. Dion Goh and Schubert Foo, —Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively||, IGI Global Snippet, 2008.
3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, —Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling||, IGI Global Snippet, 2009.
4. John G. Breslin, Alexander Passant and Stefan Decker, —The Social Semantic Web||, Springer, 2009.

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/document/6921601>
2. <https://ieeexplore.ieee.org/document/6921602>

3. <https://towardsdatascience.com/social-network-analysis-from-theory-to-applications-with-python-d12e9a34c2c7>
4. <https://www.sciencedirect.com/topics/social-sciences/social-network-analysis>

SWAYAM/NPTEL/MOOCs:

1. https://onlinecourses.nptel.ac.in/noc22_cs117/preview
2. <https://www.edx.org/course/social-network-analysis-sna?index=product&queryID=73f65173c331f8cf6c722d23cc516ea2&position=1>

SELF-LEARNING EXERCISES:

1. Anaconda IDE
2. Spyder
3. Jupiter

Course Title	Natural Language Processing				Course Type	SC		
Course Code	B22EIS621	Credits	3		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

The intent of the course is to give introduction to Natural Language Processing (NLP, a.k.a. computational linguistics), the study of computing systems that can process, understand, or communicate in human language. The primary focus of the course will be on understanding various NLP tasks as listed in the course syllabus, algorithms for effectively solving these problems, and methods for evaluating their performance. There will be a focus on statistical algorithms to acquire the knowledge needed to perform language processing.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the fundamentals of natural language processing and python
2. Discuss how to access the text corpora and Lexical Resources
3. Demonstrate the writing the structured programs to process the raw text
4. Describe role of Classifiers in Text processing.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Summarize the fundamentals of natural language processing.	1 to 5, 9,10,12	1,2,3
CO2	Appraise how to access the text corpora and Lexical Resources	1 to 5, 9,10,12	1,2,3
CO3	Analyze large volume text data generated from a range of real-world applications.	1 to 5, 9,10,12	1,2,3
CO4	Demonstrate semantics and pragmatics of English language for text processing	1 to 5, 9,10,12	1,2,3
CO5	Estimate the skills for writing the structured programs to process the raw text	1 to 5, 9,10,12	1,2,3
CO6	Apply different classifiers for Text processing	1 to 5, 9,10,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2					√	
CO3				√		
CO4		√				
CO5					√	
CO6			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1			1					3				3	3	3	
CO2					2						1	3	3	3	
CO3			1					3			1	3	3	3	
CO4			3					3			1	3	3	3	
CO5			3		3			2				3	3	3	3
CO6								2			1	3	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Language Processing and python, Accessing Text corpora and Lexical Analysis: Computing with language: Texts and words, a closer look at python: texts as list of words, computing with language: simple statistics, Automatic natural language understanding; Accessing Text Corpora, Conditional Frequency Distributions, Lexical Resources, WordNet, Introduction to NLTK Tool.

UNIT – 2

Processing Raw Text: Accessing Text from the Web and from Disk, Strings: Text Processing at the Lowest Level, Text Processing with Unicode, Regular Expressions for Detecting Word Patterns, Useful Applications of Regular Expressions, Normalizing Text, Regular Expressions for Tokenizing Text, Segmentation, Formatting: From Lists to Strings,

Object-Oriented Programming: Working with Objects; Implementing Classes; Object Construction; Static Variables and Methods, Packages; Nested Classes; Documentation Comments; Interfaces; Static, Default and Private Methods in interface; Lambda Expressions; Method and Constructor References; Local and Anonymous Classes.

UNIT – 3

Categorizing and Tagging words: Using a Tagger, Mapping Words to Properties Using Python Dictionaries, Automatic Tagging, N-Gram Tagging, Transformation-Based Tagging, How to Determine the Category of a Word.

UNIT – 4

Classifying Text: Supervised Classification: Examples, Evaluation; Decision Trees, Naive Bayes Classifiers, Maximum Entropy Classifiers, Modelling Linguistic Patterns.

SELF-LEARNING COMPONENT:

Extracting information from Text, Exploring the 20 Newsgroups with Text Analysis Algorithms, Stock Price prediction with Regression Algorithms, Best Practices: i) Data preparation stage ii) Training sets generation stage iii) Model training, evaluation and selection stage.

TEXT BOOKS:

1. Steven Bird, Ewan Klein and Edward Loper, “Natural Language Processing with Python”, OReilly Media, 2009.
2. Yuxi (Hayden) Liu, “Python Machine Learning by Example”, Packt publisher, 2017.

REFERENCE BOOKS:

1. James Allen , “Natural Language Understanding”, Benjamin-Cummings Publishing Co, Inc., 1995.
2. Christopher D. Manning and Hinrich Schutze , “Foundations of Statistical Natural Language Processing”, The MIT Press, 1999.
3. Randolph Quirk, Sidney Greenbaum, Geoffrey Leech, Jan Svartvik, “A Comprehensive Grammar of English Language”, Cambridge University Press, 1987.

JOURNALS/MAGAZINES:

1. [Springer Journal on Natural Language Process](#)
2. [Springer Journal on Natural Language Process](#)
3. [Elsevier Journal on Natural Language Process](#)
4. [ACM Transactions on Language Processing](#)
5. [Elsevier Journal of cognitive systems research](#)

SWAYAM/NPTEL/MOOCs:

1. <https://onlinecourses.nptel.ac.in/ Natural Language Process>
2. <https://www.classcentral.com/course/ Natural Language Process>
3. <https://nptel.ac.in/courses/476/876/3323106156/>

Course Title	Ubiquitous Sensing, Computing and Communication				Course Type	HC	
Course Code	B22EI5622	Credits	3		Class	VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

Course Overview:

This course covers broad aspects of sensing methodologies along with communications. It also covers insights of platforms for IoT.

Course Objective:

1. Basic introduction of all the elements of IoT-Mechanical, Electronics/sensor platform, Wireless and wireline protocols, Mobile to Electronics integration, Mobile to enterprise integration.
2. To have an understanding of basics of open source/commercial electronics platform for IoT.
3. To have an understanding of basics of open source /commercial enterprise cloud platform for IoT.

Course Outcome(COs)

CO#	Course Outcomes	POs	PSO
CO1	To understand different computing and its applications	1,2,3	1,2
CO2	To Learn the Basic elements of sensors, integration with devices, different platforms	1,2,3,8,12	1,2
CO3	To familiarize with IoT implementation in home & city automation.	3,4,5,8,12	1,2,3
CO4	Understanding of basics of open source /commercial enterprise cloud platform.	3,4,5,10	1,2
CO5	To visualize the IoT data analysis for understanding the characteristics	2,3,5,6,8,10	1,3
CO6	To familiarize with Smart cities, Homes, HCI etc.	2,3,4,5,8,9,	1,2,

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√	√			
CO3			√			
CO4		√				
CO5		√		√		
CO6		√	√			

Articulation Matrix

Course Outcomes	Program Outcomes												PSOs		
	P O	P O	P O	P O	P O	P O	P O	P O	P O	PO1 0	PO1 1	PO1 2	PSO1	PSO2	PSO3
CO1	2	2	3	3	3							1	3	3	2
CO2	2	2	3	2	3							1	2	2	2
CO3	2	2	3	3	2							1	3	2	2
CO4	2	2	2	2	3							1	3	2	2
CO5	2	3	3	3	3							1	3	2	2
CO6	2	3	2	2	2							1	3	2	2

Course Contents:

Unit 1

Introduction to Ubiquitous Computing, Concept of Distributed Computing, Mobile Computing, Pervasive Computing, Wearable Computing, Modelling the Key Ubiquitous/Pervasive Computing Properties, Mobile Adaptive Computing, Mobility Management and Caching.

Unit 2

Introduction, Overview, Challenges in IoT, Networking Basics of IoT, NFC, IoT communication protocols (e.g., MQTT, CoAP, HTTP)

Unit 3

Location in ubiquitous computing: Personal assistants, Location aware computing, Location tracking, Architecture, Location based service and applications, Location based social networks (LBSN), LBSN Recommendation. Context-aware computing: Context and Context-aware Computing, Issues and Challenges, Developing Context-aware Applications, IoT data analytics and visualization

Unit 4

Mobile affective computing: Human Activity and Emotion Sensing, Health Apps, Mobile p2p computing, Smart Homes and Intelligent Buildings, Mobile HCI, Cloud centric IoT, Open challenges, Architecture, Energy Efficiency, Participatory sensing, Protocols, QoS, QoE. Module, IoT and data analytics IoT and Data Management, Data cleaning and processing Data storage models. Search techniques, Searching in IoT.

Text Books/References:

1. N. Jeyanthi, Ajith Abraham, Hamid Mcheick, "Ubiquitous Computing and Computing Security of IoT".
2. John Krumm, Ubiquitous Computing Fundamentals, CRC Press. 3. Dirk Slama, "Enterprise IoT", Shroff Publisher/O'Reilly Publisher
3. Stefan Poslad, "Ubiquitous Computing, Smart devices, environment and interaction," Wiley.
4. Frank Adelstein, Sandeep Gupta, Golden Richard III, Loren Schwiebert, "Fundamentals of Mobile and Pervasive Computing," Tata McGraw Hills
5. Dirk Slama, "Enterprise IoT", Shroff Publisher/O'Reilly Publisher

Course Title	Cyber Law and Digital Forensics				Course Type		POE	
Course Code	B22EIS623	Credits	3		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50%	50%

COURSE OVERVIEW:

This course gives an overview of cybercrime targeted at any computing resources and its associated interconnections/ Networks. In addition, it provides various insights into interpersonal cybercrime and how cyberlaw frameworks are dealing with the same across the world. It also includes the principles and concepts of digital forensics like digital investigations, data and file recovery methods, and digital forensics analysis and tools.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Study various cyber laws and exclusively Indian evidence law.
2. Analyze the effectiveness of cyber laws in various aspects of cybercrimes.
3. Illustrate the need for computer forensics and apply tools in use.
4. Examine the cyber law application under a real time scenario.
5. Overview the type of attacks and challenges in present scenario.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Illustrate the basic interface of technology and cyber law.	1,2,6,7,8,12	1,2
CO2	Infer various cyber laws and cybercrimes under Indian evidence law.	1 to 5,8,12	1,2
CO3	Analyze the need for computer forensics.	1to 3, 5,8,12	1,2
CO4	Analyze the utility of the cyber laws in different aspects of cybercrimes.	1 to 4,6,7,8,12	1,2,3
CO5	Apply a few computers forensic tools to any applications.	1 to 6,8,12	1,2,3
CO6	Evaluate the knowledge on cyber law and forensics in real life cases.	1 to 6, 8,12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3				√		
CO4				√		
CO5			√			
CO6					√	

COURSE ARTICULATION MATRIX

CO #/ PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	1	1			2	2	3				3	3	3	
CO2	1	1	1		1			3				2	3	3	
CO3	1	1	1		1			3				2	3	3	
CO4	1	1	2	1		2	2	3				2	3	3	3
CO5	1	1	2	1		2	2	2				2	3	3	3
CO6	1	1	2		3	2		3				2	3	3	3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Cyber Space: Fundamental definitions -Interface of Technology and Law – Jurisprudence and-Jurisdiction in Cyber Space - Indian Context of Jurisdiction - Enforcement agencies – Need for IT act - UNCITRAL – E-Commerce basics. Information Technology Act, 2000 - Aims and Objects — Overview of the Act – Jurisdiction

UNIT – 2

Cyber Crimes and Indian Evidence Law: Meaning of Cyber Crimes –Different Kinds of Cybercrimes – Cybercrimes under IPC, Cybercrimes under the Information Technology Act,2000 - Cybercrimes under International Law - Hacking Child Pornography, Cyber Stalking, Software Piracy, Violation of Privacy on Internet - Data Protection and Privacy – Indian Court cases.

UNIT – 3

Introduction to Computer Forensics: Understanding computer forensics, computer forensics versus other related disciplines, A brief History of computer Forensics, understanding case laws, developing computer forensics resources, Preparing for computer investigations, Understanding law enforcement agency investigations, Following the legal process, Understanding corporate investigations, Establishing company policies, Displaying warning Banners.

UNIT – 4

Current Computer Forensics Tools: Evaluating Computer Forensics Tool Needs, Types of Computer Forensics Tools, Tasks Performed by Computer Forensics Tools, Tool Comparisons, Other Considerations for Tools, Computer Forensics Software Tools, Command-Line Forensics Tools, UNIX/Linux Forensics Tools, Other GUI Forensics Tools, Computer Forensics Hardware Tools, Forensic Workstations, Using a Write-Blocker.

TEXT BOOKS:

1. Nilakshi Jain , Ramesh Menon “Cyber Security and Cyber Laws” Willey Publishers, 1st Edition, October 2020.
2. Pavan Duggal “Cyber Security Law” ,2nd Edition,2019.
3. Bill Nelson, Amelia Phillips, Frank Enfinger, Christopher Steuart, —Computer Forensics and Investigations||, Cengage Learning, India Edition, 2016
4. Cory Altheide, Harlan Carvey, Digital Forensics with Open Source Tools, Syngress imprint of Elsevier.

REFERENCE BOOKS:

1. Nhien-An Le-Khac , Kim-Kwang Raymond Choo “Cyber and Digital Forensic Investigations: A Law Enforcement Practitioner’s Perspective” 2020 Edition
2. MarjieT.Britz, —Computer Forensics and Cyber Crime||: An Introduction||, 3rd Edition, Prentice Hall, 2013.

JOURNALS/MAGAZINES:

1. <https://heinonline.org/HOL/LandingPage?handle=hein.journals/glj103&div=13&id=&page=Sood>,
2. Vivek. Cyber Law Simplified. Tata McGraw-Hill Education, 2001.
3. <https://delhidistrictcourts.nic.in/ejournals/CYBER%20LAW.pdf>
4. <https://www.sciencedirect.com/science/article/pii/S1742287606000703>
5. <https://www.sciencedirect.com/science/article/pii/S0167404815001595>

SWAYAM/NPTEL/MOOCs:

1. <https://www.udemy.com/course/cyber-law-for-every-professional-dr-pavan-duggal-clu/>
2. <https://www.coursera.org/learn/digital-forensics-concepts>
3. https://onlinecourses.swayam2.ac.in/cec20_lb06/preview

Course Title	Robotic Process Automation				Course Type		SC	
Course Code	B22EIS624	Credits	3		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

Robotic Process Automation (RPA) offers many challenges for software developers and scientists. This course introduces the UiPath Robotic Process Automation concepts through UiPath Studio and UiPath Orchestrator where a student gains knowledge of how to build a bot to automate required tasks.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Discuss the concepts of Robotics Process automation
2. Describe the sequence, flowchart, and control flow in automation tool
3. Demonstrate the data manipulation techniques
4. Demonstrate the usage of UI Explorer and Screen scraping

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Illustrate recording features in UiPath Studio to automate the repetitive tasks.	1 to 5	1,2,3
CO2	Apply appropriate Workflow Activities in UiPath Studio to automate the complex tasks using Flowchart and Sequence.	1 to 5	1,2,3
CO3	Build data table and data manipulation techniques in UiPath Studio to automate CSV / Excel workbook applications.	1 to 5	1,2,3
CO4	Develop bot process using UI Explorer.	1 to 5	1,2,3
CO5	Construct process to automate using Screen Scraping for complex applications.	1 to 5	1,2,3
CO6	Analyze any real-world application by making use of the Automation features in RPA	1 to 5	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6				√		

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	2	3							3	3	2
CO2	3	3	3	2	3							3	3	2
CO3	3	3	3	2	3							3	3	2
CO4	3	3	3	2	3							3	3	2
CO5	3	3	3	2	3							3	3	2
CO6	3	3	3	2	3							3	3	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

What Is Robotic Process Automation: Scope and techniques of automation, Robotic process automation, About UiPath, Future of Automation. Record and Play: UiPath stack, Downloading and installing UiPath Studio, Learning UiPath Studio, Task recorder, Step-by-step examples using the recorder.

UNIT – 2

Sequence. Flowchart and Control Flow: Sequencing the Workflow, Activities, Control Flow, various types of loops, and decision making, Step-by-step example using Sequence and Flowchart, Step-by-step example using Sequence and Control Flow

UNIT – 3

Data Manipulation: Variables and Scope, Collections, Arguments-Purpose and use, Data table usage and examples, Clipboard management, File operation with step-by-step example, CSV/Excel to data table and vice versa with a step-by-step example

UNIT – 4

Taking Control of the Controls: Finding and attaching windows, Finding the control, Techniques for waiting for a control, Act on controls-mouse and keyboard activities, Working with UI Explorer, Handling events, Screen Scraping, When to use OCR, Types of OCR available, How to use OCR

TEXT BOOKS:

1. Alokmani Tripathi, "Learning Robotic Process Automation", Packt Publishing, 2018.
2. E. Turban, R. Sharda, D. Delen, David King, "Business Intelligence", Pearson India, 2010.

REFERENCE BOOKS:

1. Marlon Dumas et. al., "Fundamentals of Business Process Management", Springer, ebook, 2012.
2. Van der Aalst, "Process Mining: Discovery, Conformance and Enhancement of Business Processes", Third edition, 2011.

JOURNALS/MAGAZINES

1. <https://rpa-journal.org/>
2. <https://www.sciencedirect.com/science/article/pii/S1877050921001393>
3. <https://ieeexplore.ieee.org/document/9001110./authors#authors>

SWAYAM/NPTEL/MOOCs:

1. <https://www.uipath.com/rpa/academy>
2. <https://www.coursera.org/specializations/roboticprocessautomation>
3. <https://www.udemy.com/topic/robotic-process-automation/>

SELF-LEARNING EXERCISES:

1. Handling User Events
2. Assistant Bots

ASSIGNMENTS:

1. Demonstrate the recording in UiPath studio.
 - Basic activities
2. Discuss the recording in UiPath studio for the Desktop activities
3. Illustrate the recording in UiPath studio in Web activities
4. Develop a bot to empty a folder in Gmail with help of UiPath Robot.
5. Create a bot to empty a Recycle Bin with help of UiPath Robot.
6. Build a bot to perform the following operations:
 - a. Read the excel and save the data in a variable

b. Open the website “https://www.bigbasket.com” in the browser

c. For each of the items in the excel perform the below steps

- Type the item in the search text box
- Click the search icon
- Type the Quantity required in the first result
- Click Add button to add the item to cart

d. Once all the items added to the cart send out an email to you using outlook/any other email activity stating the items are added to cart

7. Build a bot to perform the following tasks:

- a. Open the website “https://www.booking.com/ “
- b. Type in the city where you want to go next in the text box
- c. Click button “Search”
- d. Scrape the Hotel Names from result list provided
- e. Save the data into excel and send out an email to you

8. Build a bot to perform the following tasks:

- a. Open the “https://forbes.com/” website in a browser
- b. Click on “World’s Billionaires” under Billionaires tab
- c. Scrape the data and put into excel
- d. Send out the email

9. Build a bot to do web automation task:

- a. select a website form where you want to extract the data
- b. Use the Data Scraping tool and record the data that you want to extract.
- c. Extract the correlated values
- d. Use the WriteCSV activity and mention the path .csv file.

10. Develop a bot to extract text and images from a PDF file and store the output in a MessageBox/TextFile.

Course Title	Data Visualization Tools				Course Type	SC		
Course Code	B22EIS625	Credits	3		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	3	3	3				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	3	3	42	-	50	50

COURSE OVERVIEW:

Data visualization improves the understanding of data through map or graphs and acquire hidden insights such as patterns, trends, and outliers in large data sets. In this course, students gain extensive experience of data visualization through python and R programming.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Understand and explain the data visualization tools in business analytics.
2. Apply statistic operations and gain knowledge by implementing using R and python.
3. Demonstrate the data visualization tools on different datasets.
4. Compare and discuss the usage of data visualization tools.

COURSE OUTCOMES(COs)

After the completion of the course, the students will be able to:

CO#	Course Outcomes	POs	PS Os
CO1	Understand and compare the usage of well-known data visualization tools.	1,5,12	1,2,3
CO2	Analyze the data through different statistical methods.	1,2,4,12	1,2,3
CO3	Interpret the hidden insights of data through python or R programming.	3,4,12	1,2,3
CO4	Demonstrate the techniques to analyze the distribution of data.	1,5,12	1,2,3
CO5	Apply different data handling methods to solve a problem through visualization tools.	1,2,5,12	1,2,3
CO6	Analyze different techniques to solve the real-world applications.	1,2,5,12	1,2,3

BLOOM'S LEVEL OF THECOURSE OUTCOMES

CO#	Bloom's Level					
	Rememb er (L1)	Understa nd (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√	√		
CO3			√			
CO4			√			
CO5			√			
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3				3							3	3	3	3
CO2	3	3		2								3	3	3	3
CO3	3	3	2	3								3	3	3	3
CO4	3				3							3	3	3	3
CO5	3	2	3		3							3	3	3	3
CO6	3	3			3				2			3	3	3	3

Note:1-Low,2-Medium,3-High

COURSE CONTENT

UNIT – 1

Introduction:

What Is Visualization, History of Visualization, Relationship between Visualization and Other Fields, The Visualization Process. Data Foundations- Types of data, Structure within and between Records.

Introduction to data visualization techniques: Loading libraries, popular libraries data visualization, introducing plots in python.

UNIT – 2

Data exploring and analysis: Series data structures, Data frame Data structures, Data analysis- Statistical Analysis, data grouping, iterating through groups, aggregations, transformation, and filtration. Data visualization: Direct plotting, seaborn plotting system, Matplotlib plot.

UNIT – 3

Visualization Technique for multivariate data: Point-Based Techniques: Scatter plot and scatter plot matrices, Line-Based Techniques: Line graphs, parallel coordinates, Region based techniques: Bar charts and histogram, Tabular display.

UNIT – 4

Basic Data exploration techniques in R: Measuring Categorical Variation with a Bar Chart, Measuring Continuous Variation with a Histogram, Measuring Covariation with Box Plots.

Basic Data visualization techniques in R: Creating a scatter plot, adding a regression line to the scatter plot, creating a facet, Theming, Creating density plots.

TEXTBOOKS:

1. Matthew O Ward, Georges Grinstein, Daniel Keim, "Interactive Data Visualization: Foundations, Techniques, and Applications", CRC Press, 2015.
2. Dr. OssamaEmbarak, "Data analysis and visualization using Python", APress, 2018.
3. Eric Pimpler, "Data Visualization and Exploration with R", Geospatial Training Services, 2017.

WEB LINK:

1. <https://www.pdfdrive.com/interactive-data-visualization-foundations-techniques-and-applications-e191346079.html>
2. <https://www.pdfdrive.com/data-analysis-and-visualization-using-python-analyze-data-to-create-visualizations-for-bi-systems-e184696828.html>

3. <https://www.pdfdrive.com/data-visualization-and-exploration-with-r-a-practical-guide-to-using-r-rstudio-and-tidyverse-for-data-visualization-exploration-and-data-science-applications-e176184240.html>

REFERENCE BOOKS:

1. Martin C. Brown, "Python: The Complete Reference", McGraw-Hill, 2018.
2. Pierre Lafaye de Micheaux, Remy Drouilhet, Benoit Lique, "The R Software: Fundamentals of Programming and Statistical Analysis", Springer Science & Business, ,2014.

JOURNALS/MAGAZINES:

1. <https://ieeexplore.ieee.org/document/7583967>
2. https://www.datanovia.com/en/wp-content/uploads/dn-tutorials/book-preview/r-graphics-essentials_preview.pdf
3. https://www.datanovia.com/en/wp-content/uploads/dn-tutorials/book-preview/ggplot2-essentials_preview.pdf

SWAYAM/NPTEL/MOOCs:

1. <https://www.youtube.com/watch?v=eFByJkA3ti4>
2. <https://www.youtube.com/watch?v=JhK2qVi5dC4>
3. <https://archive.nptel.ac.in/noc/courses/noc21/SEM1/noc21-ma35/>
4. <https://www.udemy.com/course/data-visualization-in-r-base-lattice-ggplot/>

SELF-LEARNING EXERCISES:

1. The R -studio
2. Jupyter notebook
3. Google Colab

Course Title	Blockchain Technology lab				Course Type		HC	
Course Code	B22EI0603	Credits	1		Class		Semester	
Course Structure	LTP	Credits	Contact	Work	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practical	1	2	2	Theory	Practical	CIE	SEE
	Total	1	2	2	NIL	28 Hrs	25 %	25 %

COURSE OVERVIEW:

The Blockchain Technology Laboratory is a practical, hands-on course that complements the theoretical understanding of blockchain technology. In this laboratory, students will gain practical experience in working with blockchain platforms, tools, and applications. Through a series of guided exercises, projects, and real-world simulations, students will learn how to design, develop, and deploy blockchain solutions.

COURSE OBJECTIVES:

The objectives of this course are to

1. Provide students with practical experience in implementing blockchain solutions.
2. Gain proficiency in working with various blockchain platforms, such as Ethereum, Hyperledger Fabric, and others.
3. Learn the basics of smart contract programming languages, such as Solidity (for Ethereum) and Chaincode (for Hyperledger Fabric).
4. Focus on the development of decentralized applications (dApps) that interact with blockchain networks.
5. Illustrate various real-world use cases where blockchain technology can be applied, such as supply chain tracking, decentralized finance (DeFi) applications, and identity management.

COURSE OUTCOMES:

On successful completion of this course; the student will be able to

CO#	Course Outcomes	POs	PSOs
CO1	Design, code, and deploy smart contracts using languages like Solidity (for Ethereum) or Chaincode (for Hyperledger Fabric).	1,2,3	1,2
CO2	Build decentralized applications that interact with blockchain networks.	1,2,3	1,2
CO3	Know how to implement security best practices and conduct testing to ensure the reliability of their blockchain applications.	1,2,3,5	2,3
CO4	Develop projects based on selected use cases and demonstrate their practical implementation.	3,4,9,10,11	1,2,3
CO5	Apply blockchain concepts and tools to real-world problems and devise innovative solutions using blockchain technology.	1,2,3	1,2,3
CO6	Demonstrate critical thinking skills in evaluating blockchain solutions, identifying strengths and weaknesses, and adapting their approaches to different use cases.	1,2,3,4,9,10,11	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		√				
CO2		√				
CO3			√			
CO4			√	√		
CO5		√		√		
CO6			√	√		

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	3	2	1										3	2	
CO 2	2	3	1										2	3	
CO 3	2	3	3		3									2	3
CO 4			3	3					2	2	3		1	3	2
CO 5	2	3	3										2	3	1
CO 6	1	3	2	3					2	2	2		1	3	2

Note: 1-Low, 2-Medium, 3-High

SI No.	Title of the Experiment
1.	Experiment 1: Perform the following to understand the basics of blockchain. ▪ Send a Message Using Symmetric Cryptography ▪ Sign a Message Using Asymmetric Cryptography ▪ Generate Hash Using Hash function ▪ Generate a Nonce Value ▪ Working on Distributed Ledger ▪ Working on Blockchain Transaction ▪ Create Blockchain Network
2.	Experiment 2: Perform the following to understand Bitcoin blockchain. ▪ Install a Software Wallet (combine software and web wallet) ▪ Generate a Web Wallet ▪ Review and Analyze a Bitcoin Block on Explorer ▪ Analyze a Bitcoin Transaction
3.	Experiment 3: Perform the following to understand Ethereum blockchain. ▪ Exploring the Ethereum Mainnet ▪ Explore an Ethereum Test Network ▪ Install the Ganache Blockchain ▪ Explore the Ganache Blockchain ▪ Install MetaMask and Set up the Wallet ▪ Connect MetaMask to a Ganache Test Network ▪ Install Geth Client ▪ Set up a Private Blockchain node Network using geth
4.	Experiment 4: Perform the following to understand Enterprise blockchain. ▪ Setup Hyperledger Fabric Prerequisite ▪ Setup Hyperledger Fabric ▪ Start and stop test network ▪ Explorer ▪ Create Node Js Application ▪ Create a Web Application using the Express Js file approach ▪ Create Web Application using Express Js Node Project Approach
5.	Experiment 5: Perform the following to understand Ethereum Smart Contracts ▪ Generate the ABI and Bytecode of a Smart Contract ▪ Deploy a Smart Contract to Ganache Network ▪ Develop a Smart contract that stores ethers and transfers to a personal account ▪ Price Event Smart Contract ▪ Develop a Property Transfer Smart Contract using Remix IDE ▪ Create a Custom Token and Deploy it on Ropsten Network ▪ Truffle Setup and create a project ▪ Truffle Create Marketplace contract ▪ Compile Marketplace contract ▪ Deploy Marketplace contract ▪ Access Smart Contracts Functions from the Frontend
6.	Experiment 6: Perform the following to understand Hyperledger Fabric chaincode

	▪ Create New Gradle Project for Car Showroom ▪ Create Chaincode for Car Showroom ▪ Package the Chaincode ▪ Install the Chaincode ▪ Approve the Chaincode ▪ Commit the Chaincode ▪ Access Chaincode Functions ▪ Chaincode Lifecycle steps from a shell file
7.	Experiment 7: Perform the following to understand Hyperledger Fabric SDK ▪ Enroll Admin User ▪ Register and Enroll Client User ▪ Access Chaincode Functions ▪ Create Node Project and add dependencies ▪ Enroll admin user to the network ▪ Enroll register and enroll client users to the network ▪ Access Chaincode Functions using Rest API
8.	Experiment 8: Use IBM Blockchain Platform to develop and deploy smart contracts on a Hyperledger Fabric network. Create and execute transactions on the network to interact with the smart contracts.

TEXTBOOKS:

1. Aravind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder, "Bitcoin and Cryptocurrency Technologies-a Comprehensive Introduction", Princeton University Press,2016.

REFERENCE BOOKS:

1. Martin Quest, "Crypto Master Set", 2018.
2. Antony Lewis, "The Basics of Bitcoins and Blockchains-An Introduction to Cryptocurrencies and the Technology that powers them", Mango Publishing, 2018.
3. Nitin Gaur, Luc Desrosiers, Venkatraman Ramakrishna, Petr Novotny, Dr. Salman A. Baset Anthony O'Dowd, "Hands-On Blockchain with Hyperledger-Building decentralized applications with Hyperledger Fabric and Composer", Pact Publishing,2018.
4. Andreas M. Antonopoulos, Dr. Gavin Wood, "Mastering Ethereum -Building Smart Contracts and dApps", Ethereum Book LLC,2019.
5. Rui Zhang, Rui Xue, and Ling Liu. 2019. Security and Privacy on Blockchain. ACMComput. Surv. 1, 1, Article 1 (January 2019), 35 pages. <https://doi.org/10.1145/3316481>

JOURNALS/MAGAZINES:

1. <https://soliditylang.org/>
2. <https://hyperledger-fabric.readthedocs.io/en/release-2.5/>
3. <https://remix.run/docs/en/main>
4. <https://remix-ide.readthedocs.io/en/latest/>

Course Title	Web Technology Lab				Course Type	HC		
Course Code	B22EF0606	Credits	1		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	1	2	2	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	1	2	2		14	25	25

Prerequisites:

Programming with Java, Database Management System and HTML Basics

Course Description:

The basics of Web application tools such as HTML, XHTML and CSS are introduced. The course also provides knowledge about advanced research topics such as XML, Perl PHP and Angular JS, Java Scripts

COURSE OBJECTIVE (S):

1. Build dynamic web pages with the help of various HTML tags and perform validation using Java Script objects by applying different event handling mechanisms.
2. Comprehend the importance of CSS in designing a creative and dynamic website and embedding Java Script code in HTML.
3. Understand and be able to develop JavaScript code to access the DOM structure of web document and object properties.
4. Develop dynamic web pages with usage of server-side scripting.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Make use of HTML tags and CSS to build web pages for various applications.	1- 3,5 ,9-12	1,2,3
CO2	Demonstrate the usage of form data to validate the correctness of given input.	1-3,9-12	1,2
CO3	Apply the variety of presentation effects in HTML documents, including explicit positioning of elements using CSS.	1-5,10-12	1,2,3
CO4	Prepare a HTML document for Interactive webpage using JavaScript.	1-5,10-12	1,2,
CO5	Illustrate the concept of functions in Javascript	1-5,10-12	1,2,
CO6	Analyze the concepts of server side technologies for dynamic web applications.	1-5,10-12	1,2,

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1			√			
CO2			√			
CO3			√			
CO4			√			
CO5			√			
CO6				√		

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	3		1				2	1	1	2	1	1	1
CO2	2	2	3						2	1	2	2	2	2	
CO3	3	3	2	2	1					2	1	2	2	2	1
CO4	2	3	2	3	1					2	1	2	2	2	1
CO5	2	1	2	1	2				2			2	2	1	2
CO6	2	3	2	2	1					2	1	2	2	2	1

Note: 1-Low, 2-Medium,3-High

PRACTICE:

No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
Part-A			
1.	Write JavaScript to validate the following fields of the Registration page. 1. First Name (Name should contains alphabets and the length should not be less than 6 characters). 2. Password (Password should not be less than 6 characters length). 3. E-mail id (should not contain any invalid and must follow the standard pattern name@domain.com) 4. Mobile Number (Phone number should contain 10 digits only). 5. Last Name and Address (should not be Empty).	Web browser & any editor	Event handling capabilities of Java script
2.	Write a JavaScript code that displays text “TEXT-GROWING” with increasing font size in the interval of 100ms in RED COLOR, when the font size reaches 50pt it displays “TEXT-SHRINKING” in BLUE color. Then the font size decreases to 5pt.	Web browser & any editor	Event handling capabilities of Java script
3.	Write an HTML page that contains a selection box with a list of 5 countries. When the user selects a country, its capital should be printed next to the list. Add CSS to customize the properties of the font of the capital (color, bold and font size).	Web browser & any editor	Implementatio n of HTML Basics
4.	Write an HTML page that has one input, which can take multi line text and a submit button. Once the user clicks the submit button, it should show the number of characters, words and lines in the text entered using an alert message. Words are separated with white space and lines are separated with new line character.	Web browser & any editor	Implementatio n of HTML Basics

5.	Develop and demonstrate JavaScript with POP-UP boxes and functions for the following problems: a) Input: Click on Display Date button using onclick() function Output: Display date in the textbox b) Input: A number n obtained using prompt Output: Factorial of n number using alert c) Input: A number n obtained using prompt Output: A multiplication table of numbers from 1 to 10 of n using alert d) Input: A number n obtained using prompt and add another number using confirm Output: Sum of the entire n numbers using alert	Web browser & any editor	
6.	Develop and demonstrate the usage of inline, internal and external style sheet using CSS	Web browser & any editor	Implementation of CSS
7.	a) Develop and demonstrate, using JavaScript script, a XHTML document that contains three short paragraphs of text, stacked on top of each other, with only enough of each showing so that the mouse cursor can be placed over some part of them. When the cursor is placed over the exposed part of any paragraph, it should rise to the top to become completely visible. b) Modify the above document so that when a paragraph is moved from the top stacking position, it returns to its original position rather than to the bottom	Web browser & any editor	Concepts of XHTML and Javascript
8.	Write a XHTML Program using Java script to create a web page with images where these images navigate between images using: a. click/arrow button b. automation c. Text/Image	Web browser & any editor	Concepts of XHTML and Javascript
9	Write a XHTML Program using Java script to create multiple line of content. Use various buttons to a. Adding new content b. Replacing the existing content c. Deleting the Content .	Web browser & any editor	Concepts of XHTML and Javascript
10	Demonstrate how to create components in ReactJS 1.React Functional Components 2. React Class based Components	Creating React Application and installing Module	Introduction to virtual DOM

Course Title	Machine Learning Applications Lab				Course Type	HC		
Course Code	B22EI0604	Credits	1		Class	VI Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	1	2	2				
	Total	1	2	2	-	28	25%	25%

COURSE OVERVIEW:

This course introduces the fundamental concepts and methods of machine learning, including the description and analysis of several modern algorithms, their theoretical basis, and the illustration of their applications. Machine learning as a field is now incredibly pervasive, with applications spanning from business intelligence to text and speech processing, bioinformatics, and other areas in real-world products and services. This will familiarize students with a broad cross-section of models and algorithms for machine learning, and prepare students for research or industry application of machine learning techniques.

COURSE OBJECTIVE (S):

1. To understand the basic concepts and techniques of Machine Learning through python programming.
2. To develop skills of using recent machine learning packages for solving practical problems.
3. To gain experience of doing independent study and research.
4. To gain good knowledge in Supervised and Unsupervised Algorithms.

COURSE OUTCOMES (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Make use of predictive data analytics tools to analyse the characteristics of datasets.	1 to 6, 9,10,12	3
CO2	Choose machine learning technique and computing environment suitable for the given application.	1 to 6, 9,10, 12	1
CO3	Apply a linear regression model for the given real world application.	1 to 6, 9,10,12	3
CO4	Develop an application to make use of decision trees to solve the real world problem.	1 to 6, 9,10,12	2,3
CO5	Make use of unsupervised learning concepts and dimensionality Prediction techniques in real world applications.	1 to 6, 9,10, 12	1,3
CO6	Apply Machine Learning algorithms in real-world applications using Python programming.	1 to 6, 9,10,12	2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3			√			
CO4				√		
CO5				√		
CO6		√				

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	3	3					3	3	3	3	3	3
CO2	3	3	3	3	3					3	3	3	3	3	3
CO3	3	3	3	3	3					3	3	3	3	3	3
CO4	3	3	3	3	3					3	3	3	3	3	3
CO5	3	3	3	3	3					3	3	3	3	3	3
CO6	3	3	3	3	3					3	3	3	3	3	3

Note: 1-Low, 2-Medium, 3-High

PRACTICE:

Note - Kindly choose your own dataset for each problem

No	Title of the Experiment	Tools and Techniques	Expected Skill /Ability
Part-A			
1.	Write a program to predict the price of the house using linear regression algorithm. Evaluate the same using Mean Squared Error and Root Mean Squared Error.	Anaconda Navigator	Python
2.	Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample	Anaconda Navigator	Python

3.	Write a program to classify the given instance using logistic regression. Evaluate the model using classification accuracy.	Anaconda Navigator	Python
4	Write a program to classify the instances using Naive Bayes algorithm. Evaluate the same using different metrics.	Anaconda Navigator	Python
5.	Apply support vector machine to either classification / regression dataset of your choice. Analyse the performance of the same using different metrics.	Anaconda Navigator	Python
6.	Apply any ensemble based learning algorithm to any dataset of your choice. Check the performance of this algorithm with other ML algorithms.	Anaconda Navigator	Python
7	Write a program to analyse the nearest instances to the given instances using K Nearest Neighbor algorithm. Evaluate the performance of the algorithm using different metrics.	Anaconda Navigator	Python
8	Write a program to cluster the instances for unlabelled dataset using K Means clustering algorithm.	Anaconda Navigator	Python
9	Write a program to reduce the dimension of the dataset using PCA.	Anaconda Navigator	Python
10	Write a program to predict the price of the house using linear regression algorithm. Evaluate the same using Mean Squared Error and Root Mean Squared Error.	Anaconda Navigator	Python

Course Title	Mini Project / Sumer Internship				Course Type		HC	
Course Code	B22EI0605	Credits	2		Class		VI Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practical	2	4	4	Theory	Practical	CIE	SEE
	Total	2	4	4	-	56	50%	50%

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Skill development-2:

Students will be offered training and certifications on the trending technologies from the industry experts.

The students are evaluated and certified after the training programs.

VII SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC/SC/OE/MC/SDC	Credit Pattern				Contact Hours/Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22XX071X	Open elective – 3	OE	3	0	0	3	3	50	50	100	OE
2	B22XX072X	Open Elective – 4 (MOOC)	OE	3	0	0	3	3	50	50	100	OE
3	B22EI0701	Security and Privacy in IoT	HC	3	0	0	3	3	50	50	100	PCC
4	B22EI0702	Skill Development course – 4 (NPTEL)	SDC	1	0	1	2	4	50	50	100	SDC
5	B22EI0703	Internship	HC	0	0	2	2	4	50	50	100	PCC
6	B22EI0704 /5	Project – Phase 1 /Startup	HC	0	0	3	3	6	50	50	100	PCC
Total				10	0	6	16	23	300	300	600	
TOTAL SEMESTER CREDITS				16								
TOTAL CUMULATIVE CREDITS				156								
TOTAL CONTACT HOURS				23								
TOTAL MARKS				600								

Course Title	Blockchain Technology				Course Type	OE	
Course Code	B22EI0711	Credits	3		Class	Semester VII	
Course Structure	LTP	Credits	Contact Hours	Work	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

Blockchain is the distributed and decentralized database technology behind this crypto currency. This course explores the fundamentals of the public, transparent, secure, immutable, and distributed database called blockchain. Blockchains can be used to record and transfer any digital asset not just currency. This course will introduce students to the workings and applications of this potentially disruptive technology. Its potential impact on financial services, government, banking, contracting and identity management.

COURSE OBJECTIVE(S):

The objectives of this course are to:

1. Explain the basic concepts of Block chain technology.
2. Describe the features of Ethereum block chain technology.
3. Demonstrate the Smart Contract Basics interaction with users.
4. Discuss different Blockchain Platforms that can be used in real world applications.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Explain the basic principles of blockchain technology, including decentralized ledgers, blocks, and cryptographic hashing.	1,2,3	1,2
CO2	Identify and describe the essential components of a blockchain network, such as nodes, miners, consensus mechanisms, and smart contracts.	1,2,3	1,2
CO3	Illustrate the cryptographic techniques used in blockchains to secure data and transactions.	1,2,3,5	2,3
CO4	Demonstrate the ability to write, deploy, and interact with smart contracts on a blockchain platform.	3,4,9,10,11	1,2,3
CO5	Identify real-world use cases and applications of blockchain technology across various industries, such as finance, supply chain, healthcare, and more.	1,2,3	1,2,3
CO6	Apply the features of Block chain technology in real world application.	1,2,3,4,9,10,11	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember	Understand	Apply	Analyze	Evaluate	Create
CO1		√				
CO2		√				
CO3			√			
CO4			√	√		
CO5		√		√		
CO6			√	√		

COURSE ARTICULATION MATRIX

Course Outcomes	Program Outcomes														
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO 1	3	2	1										3	2	
CO 2	2	3	1										2	3	
CO 3	2	3	3		3									2	3
CO 4			3	3					2	2	3		1	3	2
CO 5	2	3	3										2	3	1
CO 6	1	3	2	3					2	2	2		1	3	2

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

UNIT – 1

Introduction to Blockchain Technology, Building blocks of Blockchain, Consensus and Algorithms, Distributed Ledger, and Application; Introduction to Bitcoin, Consensus in Bitcoin, Bitcoin Mining, Transactions in Bitcoin.

UNIT – 2

Introduction to Ethereum, Accounts and wallets, consensus in Ethereum. Smart Contract Design, Smart Contract Life Cycle, Ethereum DApps. Solidity: Structure, Basic Data Types & Statements, Data Structures, Access Modifiers & Applications.

UNIT – 3

Introduction to Hyperledger, Hyperledger Architecture, Chain code, Consensus and Hyperledger Fabric, Applications on Hyperledger.

UNIT – 4

Blockchain Technology: Security and Privacy, Interoperability issues, Use cases: Blockchain in Financial Services and Blockchain for decentralized marketplace.

TEXTBOOKS:

1. Aravind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder, "Bitcoin and Cryptocurrency Technologies-a Comprehensive Introduction", Princeton University Press, 2016.

REFERENCE BOOKS:

1. Martin Quest, "Crypto Master Set", 2018.
2. Antony Lewis, "The Basics of Bitcoins and Blockchains-An Introduction to Cryptocurrencies and the Technology that powers them", Mango Publishing, 2018.
3. Nitin Gaur, Luc Desrosiers, Venkatraman Ramakrishna, Petr Novotny, Dr. Salman A. Baset Anthony O'Dowd, "Hands-On Blockchain with Hyperledger-Building decentralized applications with Hyperledger Fabric and Composer", Pact Publishing, 2018.
4. Andreas M. Antonopoulos, Dr. Gavin Wood, "Mastering Ethereum -Building Smart Contracts and dApps", Ethereum Book LLC, 2019.
5. Rui Zhang, Rui Xue, and Ling Liu. 2019. Security and Privacy on Blockchain. ACMComput. Surv. 1, 1, Article 1 (January 2019), 35 pages. <https://doi.org/10.1145/3316481>

JOURNALS/MAGAZINES:

1. <https://soliditylang.org/>
2. <https://hyperledger-fabric.readthedocs.io/en/release-2.5/>
3. <https://remix.run/docs/en/main>
4. <https://remix-ide.readthedocs.io/en/latest/>

SWAYAM NPTEL/MOOCs:

<https://onlinecourses.nptel.ac.in/>

Practices-

SKILL SETS TO BE DEVELOPED:

1. An attitude of clarification of topics and problem solving.
2. Confidence and ability to tackle new problems.
3. Ability to interpret events and results.
4. Write reports and observations.
5. Select suitable equipment, instrument, materials & software.
6. Manipulative skills for setting and handling systems/Process/ Issues
7. The ability to follow standard /Legal procedures.

SELF-LEARNING EXERCISES:

Title: Designing a Supply Chain Tracking System with Blockchain

Objective: The objective of this assignment is to demonstrate your understanding of blockchain technology and its practical application in supply chain management. You will design a blockchain-based supply chain tracking system to enhance transparency, traceability, and efficiency in the supply chain process.

Task: Imagine you are working for a logistics company that handles the transportation and delivery of goods from suppliers to consumers. Your task is to propose and design a blockchain-based solution to track the movement of goods along the supply chain. The system should be able to record the journey of products from the manufacturer to the end-users, providing real-time updates and ensuring data integrity.

Requirements:

1. System Architecture:
 - a. Describe the overall architecture of your proposed supply chain tracking system with blockchain.
 - b. Explain the roles and responsibilities of participants, such as manufacturers, suppliers, carriers, and consumers, in the blockchain network.
2. Data Structure and Smart Contracts:
 - a. Define the data structure to be used in the blockchain for recording product-related information (e.g., product details, location, timestamp, temperature).
 - b. Develop smart contracts to automate the process of updating product information at different stages of the supply chain.
3. Consensus Mechanism:
 - a. Choose an appropriate consensus mechanism for your blockchain network and justify your selection.
 - b. Explain how the chosen consensus algorithm ensures the validity and security of the recorded data.
4. Security and Privacy:
 - a. Identify potential security threats and vulnerabilities in your proposed system.
 - b. Propose security measures to protect the data and prevent unauthorized access.
 - c. Discuss how you plan to handle privacy concerns, considering the need to share information while maintaining confidentiality.
5. User Interface and Interactions:
 - a. Design a user-friendly interface that allows participants to access and interact with the blockchain network.
 - b. Illustrate the steps involved in submitting product-related data and querying the supply chain information.
6. Scalability and Performance:
 - a. Analyse potential scalability challenges that may arise as the supply chain network grows.
 - b. Suggest strategies to improve the performance and scalability of the blockchain solution.
7. Legal and Regulatory Considerations:
 - a. Address legal and regulatory implications associated with the implementation of a blockchain-based supply chain system.
 - b. Discuss how the proposed system aligns with existing regulations and standards.
8. Deliverables:
9. A detailed report outlining your proposed blockchain-based supply chain tracking system.
10. Diagrams and flowcharts to illustrate the system architecture and data flow.
11. Sample smart contract code snippets.
12. User interface mock-ups or wireframes.
13. An analysis of potential challenges and their respective solutions.
14. References to academic papers, articles, or documentation supporting your design choices.

Course Title	Introduction to AR and VR				Course Type	OE	
Course Code	B22EIO712	Credits	3		Class	Semester VII	
Course Structure	LTP	Credits	Contact Hours	Work	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3	Theory	CIE	SEE
	Tutorial	-	-	-			
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

COURSE OVERVIEW:

This course covers basic concepts of augmented reality and virtual reality. The course also introduces the student to the working of projects in both AR & VR. The course also helps the student to understand the current state of AR & VR. Further, this course helps the student to explore the use cases of AR & VR.

COURSE OBJECTIVE (S):

The objectives of this course are to:

1. Explain the basic concepts in augmented reality and virtual reality.
2. Illustrate the consuming content in augmented reality and virtual reality.
3. Explore the current state of augmented reality and virtual reality and its use cases.
4. Demonstrate the augmented reality and virtual reality projects.

COURSE OUTCOMES (COs)

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Describe the concepts in augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO2	Explain the factors, features, and the current issues with augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO3	Illustrate the consuming content in augmented reality and virtual reality.	1 to 5,9,10,12	1,3
CO4	Explore the current state of augmented reality and virtual reality and its use cases.	1 to 5,9,10,12	1,3
CO5	Apply the concepts of ROS Command tools and GUI tools	1 to 5,9,10,12	1,3
CO6	Demonstrate the augmented reality and virtual reality projects.	1 to 5,9,10,12	1,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3			√			
CO4			√			
CO5			√			
CO6			√			

COURSE ARTICULATION MATRIX

CO# /	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	2	2				3	3		2	2		3
CO2	3	3	3	2	1				3	3		2	2		3
CO3	3	3	3	2	1				3	3		2	2		3
CO4	3	3	3	2	2				3	3		2	2		3
CO5	3	2	2	2	3				3	3		2	2		3
CO6	3	2	2	2	3				3	3		2	2		3

Note: 1-Low, 2-Medium, 3-High

COURSE CONTENT

THEORY:

UNIT – 1

Defining Augmented Reality and Virtual Reality: Introducing Augmented Reality (AR) and Virtual Reality (VR), Looking at Some Other Types of AR & VR, Taking a Quick History Tour, Evaluating the Technology Hype Cycle.

Exploring the Current State of Augmented Reality and Virtual Reality: Looking at the Available Form Factors, Focusing on Features, Considering Controllers, Recognizing the Current Issues with AR & VR.

UNIT – 2

Consuming Content in Augmented Reality and Virtual Reality: Exploring Consumer-Grade AR & VR, Identifying Near-Future Hardware, Comparing Current and Future Options, Assessing Your Project's Technology Needs, Choosing AR & VR.

UNIT – 3

Planning Your Augmented Reality and Virtual Reality Project: Defining Your AR & VR Project, Exploring Design Principles in AR & VR, Defining Your Social Experience.

Creating Content for Augmented Reality and Virtual Reality: Assessing Design Software, Capturing Real Life, Assessing Development Software, Distributing Your Content.

UNIT – 4

Exploring Augmented Reality and Virtual Reality Use Cases: Art, Education, Entertainment, Healthcare, Gaming, Aerospace, Retail, Military, Real Estate, Advertising and Marketing.

Assignment:

Sl. No.	Mini Project
1.	Id an Augmented Reality application for making your syllabus topics interactive and fun to learn. This could be an application providing information about particular topics or subject.
2.	Id an Augmented Reality application that can bring changes in the Education sector by enabling Augmented triggers around the Laboratory so when students scan through them, they can learn different safety procedures and protocols of the laboratory equipment.
3.	Id an Augmented Reality application that makes the teachers to have augmented their field trips and added layers of learning and interaction to the day's activity.
4.	Id an Augmented Reality application that uses face filters – a mask-like augmented reality that adds virtual objects to an individual's face during video call.
5.	Id an Augmented Reality application that uses your mobile device's camera to visualize how virtual items like furnitures, home appliances, kitchen utensils would look and fits in any given space.
6.	Id an Augmented Reality food menu application that displays virtual food consisting of multiple 3D digital rendering photographs of food on the plate.
7	Id a Virtual Reality application that allows prospective students, parents, or elderly person to actually see a campus without having too physically be there.
8	Id a Virtual Reality gaming application to play virtual Holi with colors by avoiding harmful chemicals and wastage of water.

TEXT BOOKS:

1. Paul Mealy, "Virtual & Augmented Reality For Dummies", John Wiley & Sons, First Edition, 2018.

REFERENCE BOOKS:

1. Timothy Jung and M. Claudia Tom Dieck, "Augmented Reality and Virtual Reality – Empowering Human, Place and Business", Springer, First Edition, 2018.
2. Dengzhe Ma, Jürgen Gausemeier, Xiumin Fan and Michael Grafe, "Virtual Reality & Augmented Reality in Industry", Springer, First Edition, 2011.

JOURNALS/MAGAZINES:

1. International Journal of Virtual and Augmented Reality (IJVAR).
2. [Springer, Virtual Reality.](#)

SWAYAM/NPTEL/MOOCs:

1. <https://www.coursera.org/specializations/virtual-reality>
2. <https://www.coursera.org/learn/augmented-reality>
3. <https://www.udemy.com/course/virtual-reality/>
4. <https://www.udemy.com/tutorial/develop-augmented-reality-book-ar-business-card-with-unity/what-is-augmented-reality/>

5. <https://elearn.nptel.ac.in/shop/iit-workshops/ongoing/foundation-course-on-virtual-reality-and-augmented-reality/>

SELF-LEARNING EXERCISES:

1. Google Translate
2. Amazon AR View
3. AR City
4. Ingress and Pokémon Go
5. InkHunter
6. Sketch AR

Open Elective – IV

Course Title	NPTEL/SWAYAM Courses				Course Type		OE	
Course Code	B22EIO721	Credits	3		Class		VII Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	-	-	-				
	Total	3	6	6	-	42	50%	50%

COURSE OVERVIEW:

The MOOC Course is a one semester intensive project-based learning approach to cater with the Industry requirement. It prepares the students to up skill their knowledge base to compete in terms of latest technology and become competent enough to the industry requirement. In this, students will be able to solve complex real-world problems pertaining to the domain chosen and gain confidence. It is an individual course and students have to earn the certificate based on their performances in terms of project assignment and aptitude. Students have to choose one MOOC course.

COURSE OBJECTIVE (S):

1. To allow students to learn skills of their choice required in the current Industry perspective.
2. To encourage building multidisciplinary skill set through the integration of courses learned.
3. To allow students to develop problem solving, analysis, synthesis and evaluation skills.
4. To prepare them to face the interview as professionals by improving communication skills.

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic.	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3

CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES:

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX:

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the MOOC EXAM:

- Student should choose one **MOOC** among the available Industry ready courses to cope up with the vast changing software world.
- Student should register for the course having minimum of 42 hours of teaching and should have 100 percent attendance for all the sessions.
- Each student shall be reviewed and evaluated in two reviews through the semester.
- Review 1 shall be on the presentation of the course, assignment completed followed by viva.
- Review 2 shall be on the presentation of their overall skills learned in the course followed by their certification verification.

Course Title	Security and Privacy in IoT				Course Type	HC	
Course Code	B22EI0701	Credits	3		Class	VII Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester	Assessment in Weightage	
	Lecture	3	3	3			
	Tutorial	-	-	-	Theory	CIE	SEE
	Practical	-	-	-			
	Total	3	3	3	42	50%	50%

Course Overview:

The course is to provide an insights of security issues, information security, privacy of security, different techniques, error correction mechanism for cyber security in IoT perspective.

Course Objective:

The objectives of this course are to:

1. Learn the basics of security and various types of security issues.
2. Study different cryptography techniques available and various security attacks.
3. Explore network security and how they are implemented in real world.
4. Get an insight of various issues of Web security and biometric authentication.
5. Know about the different security protocols

Course Outcomes (COs):

After the completion of the course, the student will be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Outline the Security requirements in IoT System.	1,2	1,2
CO2	Illustrate the concept of vulnerabilities – different attacks in IoT Framework	1,2,3	1,2
CO3	Analyse the authentication credentials and access management solution for a particular application.	1,2,3,8,12	2,3
CO4	Explain the various types of Trust models for IoT	2,3,4 12	1,2,3
CO5	Solve IoT security problems using light weight cryptograph.	4,5,8,12	2,3
CO6	Conclude security systems using elementary block.	1,2,3,9,10	2,3

BLOOM'S LEVEL OF THECOURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2		√				
CO3				√		
CO4					√	
CO5			√			
CO6					√	

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO-1	2	2											2	2	
CO-2	2	2	2										2	2	
CO-3	2	2	2					2				2		2	2
CO-4		2	2	2								2	2	2	2
CO-5				2	2			2				2		2	2
CO-6	2	2	2						2	2				2	2

Unit 1

Overview of Security and Privacy in IoT, Requirements and Architecture in IoT, Privacy and Trust in IoT-Data-Platforms for Smart Cities, Secure Platform, Data Aggregation for the IoT in Smart Cities.

Vulnerabilities, Attacks, and Countermeasures: Primer on threats, vulnerability, and risk (TVR) , Common IoT attack types , Attack trees, Fault trees and CPS.

Unit 2

Security Engineering for IoT and Security Life cycle of IoT: Building security into design Development: Security in agile developments, Focusing on IoT device in operation; Secured Design: Safety and security design, Process and agreements, Technology Section-Security products, and Services; The secure IoT system implementation lifecycle: Implementation, Operations and maintenance, Dispose.

Unit 3

IOT Reference Model – Introduction - Functional View, IoT Security Challenges-Hardware Security Risks -Hardcoded/Default Passwords – Resource Constrained Computations -Legacy Assets Connections - Devices Physical Security, Software Security Risks -Software Vulnerabilities

Unit 4

Cloud Security for IoT Cloud services and IoT – offerings related to IoT from cloud service providers – Cloud IoT security controls – An enterprise IoT cloud security architecture – New directions in cloud enabled IoT computing

Text Books/References:

1. Practical Internet of Things Security by Brian Russell, Drew Van Duren
2. Security and Privacy in Internet of Things (IoTs): Models, Algorithms, and Implementations.
3. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", Orient Blackswan Private Limited - New Delhi, 2015 1st Edition,
4. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2014
5. Cuno Pfister, Getting Started with the Internet of Things, O'Reilly Media, 2011, ISBN: 978-1- 44939357-1

Course Title	Skill Development Course – 4				Course Type	SDC		
Course Code	B22EF070 2	Credits	2		Class	VII Semester		
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	1						
	Tutorial	-			Theory	Practical	CIE	SEE
	Practical	1						
	Total	2			-	56	50%	50%

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES:

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX;

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Skill development-4:

Students will be offered training and certifications on the trending technologies from the industry experts.

The students are evaluated and certified after the training programs.

Course Title	Internship				Course Type		HC	
Course Code	B22EI0703	Credits	2		Class		VII Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture							
	Tutorial							
	Practical	2	4	4	Theory	Practical	CIE	SEE
	Total	2	4	4		56	50%	50%

COURSE OVERVIEW:

An internship can present students with new skills and opportunities. Interns not only gain technical knowledge within the industry of their choice, but they also learn how to interact with professionals in a workplace setting, and develop essential soft skills like time management, organization, adaptability, problem-solving and teamwork.

COURSE OBJECTIVE (S):

1. To allow students to develop problem solving, analysis, synthesis and evaluation skills.
2. To encourage team work.
3. To help students to gain exposure into industries.
4. To improve students' communication skills by asking them to produce both a professional report and to give an oral presentation.

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ Pos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low,2-Medium,3-High

The students are informed to follow the following instructions to complete the Internship:

- The internship should be paid internship in IT industry.
- The internship should be for minimum of three months.
- The project title must be submitted in form a document (synopsis) that contains the proposed title of the project, an abstract, Introduction and their roles and responsibilities in company.
- Each student shall be reviewed and evaluated in two reviews through the semester.
- Review 1 shall be on the presentation of the synopsis.
- Review 2 shall be on the presentation on the roles and responsibilities carried out with module completion results (as applicable).

Course Title	Project Phase-1 / Start- up				Course Type		HC	
Course Code	B22EI0704/5	Credits	3		Class		VII Semester	
Course Structure	LTP	Credits	Contact Hours	Work Load	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-	Theory	Practical	CIE	SEE
	Practical	3	6	6				
	Total	3	6	6	-	84	50%	50%

COURSE OVERVIEW:

The major project is a two semester-long practical project with the main objective that students show their ability to apply theoretical concepts learned in lectures to solve (complex) practical problems. The results are to be presented in a project report and as an oral presentation.

The major project must be completed as a team project. Team projects are limited to a minimum of two students to a maximum number of four students.

COURSE OBJECTIVE (S):

1. To allow students to demonstrate a wide range of the skills learned during their course of study by asking them to deliver a product that has passed through the design, analysis, testing and evaluation.
2. To encourage multidisciplinary research through the integration learned in a number of courses.
3. To allow students to develop problem solving, analysis, synthesis and evaluation skills.
4. To encourage teamwork.
5. To improve students' communication skills by asking them to produce both a professional report and to give an oral presentation.

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3

CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3
CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

CO#	Bloom's Level					
	Remember (L1)	Understand (L2)	Apply (L3)	Analyze (L4)	Evaluate (L5)	Create (L6)
CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3												3	3	3
CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3

CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Project Phase-1:

- Student should carry out project work in a group which is formed in the VII semester. Student must select group members from the same section as they belong to and select a faculty member from department of CSE as an internal project guide based on research domain and expertise. Student may optionally also select external guide bearing domain expertise from different departments within University and Industry to carry out multidisciplinary project.
- Student group must propose a project title, after consultation with guides and after carrying out a literature survey. The proposed title must be submitted in form a document (synopsis) that contains the proposed title of the project, an abstract, Introduction, Survey, Feasibility, and cost estimation to carry out the project.
- Further with the help of respective guide, each student group have to the literature review based on the literature survey, identify the research gaps in the selected research/project domain, and then finalize the problem statement and objectives for the project.
- Each student groups shall be reviewed and evaluated in two reviews through the semester.
- Review 1 shall be on the presentation of the synopsis and justification of the title and feasibility of the project
- Review 2 shall be on the presentation on the literature survey carried out.

Finally, the Project Phase-1 shall conclude with each project group apply for idea patent or copyright and publish a survey paper in SCOPUS indexed journals, write research proposals for fundings from various governmental organizations or industries

VIII SEMESTER

Sl. No	Course Code	Title of the Course	HC/FC /SC/OE/ MC/SDC	Credit Pattern				Contact Hours/ Week	Examination			Course category (As per AICTE)
				L	T	P	Total Credit		CIE Marks	SEE Marks	Total Marks	
1	B22EI0801	Project Phase 2 / Start-up	HC	0	0	12	12	24	50	50	100	PCC
Total				0	0	12	12	24	50	50	100	
TOTAL SEMESTER CREDITS					12							
TOTAL CUMULATIVE CREDITS					168							
TOTAL CONTACT HOURS					24							
TOTAL MARKS					100							

Course Title	Project Phase-2				Course Type		HC	
Course Code	B22EI0801	Credits	6		Class		VIII Semester	
Course Structure	LTP	Credits	Contact Hours	Work	Total Number of Classes Per Semester		Assessment in Weightage	
	Lecture	-	-	-				
	Tutorial	-	-	-				
	Practical	6	12	12	Theory	Practical	CIE	SEE
	Total	6	12	12	-	182	50	50

COURSE OVERVIEW:

Project Phase-2 is continuation of Project Phase-1 from semester VII.

COURSE OBJECTIVE (S):

1. To allow students to demonstrate a wide range of the skills learned during their course of study by asking them to deliver a product that has passed through the design, analysis, testing and evaluation.
2. To encourage multidisciplinary research through the integration learned in a number of courses.
3. To allow students to develop problem solving, analysis, synthesis and evaluation skills.
4. To encourage teamwork.
5. To improve students' communication skills by asking them to produce both a professional report and to give an oral presentation

COURSE OUTCOMES (CO'S):

On successful completion of this course, the student shall be able to:

CO#	Course Outcomes	POs	PSOs
CO1	Demonstrate in-depth knowledge on the project topic	1	1,2,3
CO2	Identify, analyze and formulate complex problem chosen for project work to attain substantiated conclusions.	2	1,2,3
CO3	Design solutions to the chosen project problem.	3	1,2,3
CO4	Undertake investigation of project problem to provide valid conclusions.	4	1,2,3
CO5	Use the appropriate techniques, resources, and modern engineering tools necessary for project work.	5	1,2,3
CO6	Apply project results for sustainable development of the society.	6	1,2,3
CO7	Understand the impact of project results in the context of environmental sustainability.	7	1,2,3
CO8	Understand professional and ethical responsibilities while executing the project work.	8	1,2,3
CO9	Function effectively as individual and a member in the project team.	9	1,2,3
CO10	Develop communication skills, both oral and written for preparing and presenting project report.	10	1,2,3
CO11	Demonstrate knowledge and understanding of cost and time analysis required for carrying out the project.	11	1,2,3

CO12	Engage in lifelong learning to improve knowledge and competence in the chosen area of the project.	12	1,2,3

BLOOM'S LEVEL OF THE COURSE OUTCOMES

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CO1		√				
CO2			√			
CO3						√
CO4				√		
CO5			√			
CO6			√			
CO7		√				
CO8		√				
CO9	√			√		
CO10			√			√
CO11		√		√		
CO12			√			

COURSE ARTICULATION MATRIX

CO#/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
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CO2		3											3	3	3
CO3			3										3	3	3
CO4				3									3	3	3
CO5					3								3	3	3
CO6						3							3	3	3
CO7							3						3	3	3
CO8								3					3	3	3
CO9									3				3	3	3
CO10										3			3	3	3
CO11											3		3	3	3
CO12												3	3	3	3

Note: 1-Low, 2-Medium, 3-High

The students are informed to follow the following instructions to complete the Project Phase-2:

- Each student group shall, conduct the required experiment to implement the proposed project with the consultation of respective guides.
- Each student groups shall be reviewed and evaluated in two reviews through the semester and finally each group shall demonstrate the completed project to a team of examiners.
- Review 1 shall be on the presentation of the methodology employed and model created.
- Review 2 shall be on the presentation on the functional project.
- Finally, the Capstone-Project Phase-2 shall conclude with each project group apply for patent or copyright and publish a paper in SCOPUS indexed journals.
- In Semester end examination, each student in groups shall be evaluated, based on the course outcomes.